THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE



SEGA
No.1 FOR SATURN

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FEBRUARY 1997



FIRST REVIEWS
Sonic 3D and Bug Too! Reviewed and Rated!

STREET FIGHTER 3
Full Report on Capcom's New Arcade Sensation!

20 PAGES OF TIPS
The Greatest Cheats Feature in the World... Ever!

FIGHTERS MEGAMIX
Everything You Want to Know About The Most Incredible Saturn Fighting Game Ever!

DIEHARD ARCADE
It's Streets of Rage... in 3D!

1997
Awesome Future Games Revealed Inside!

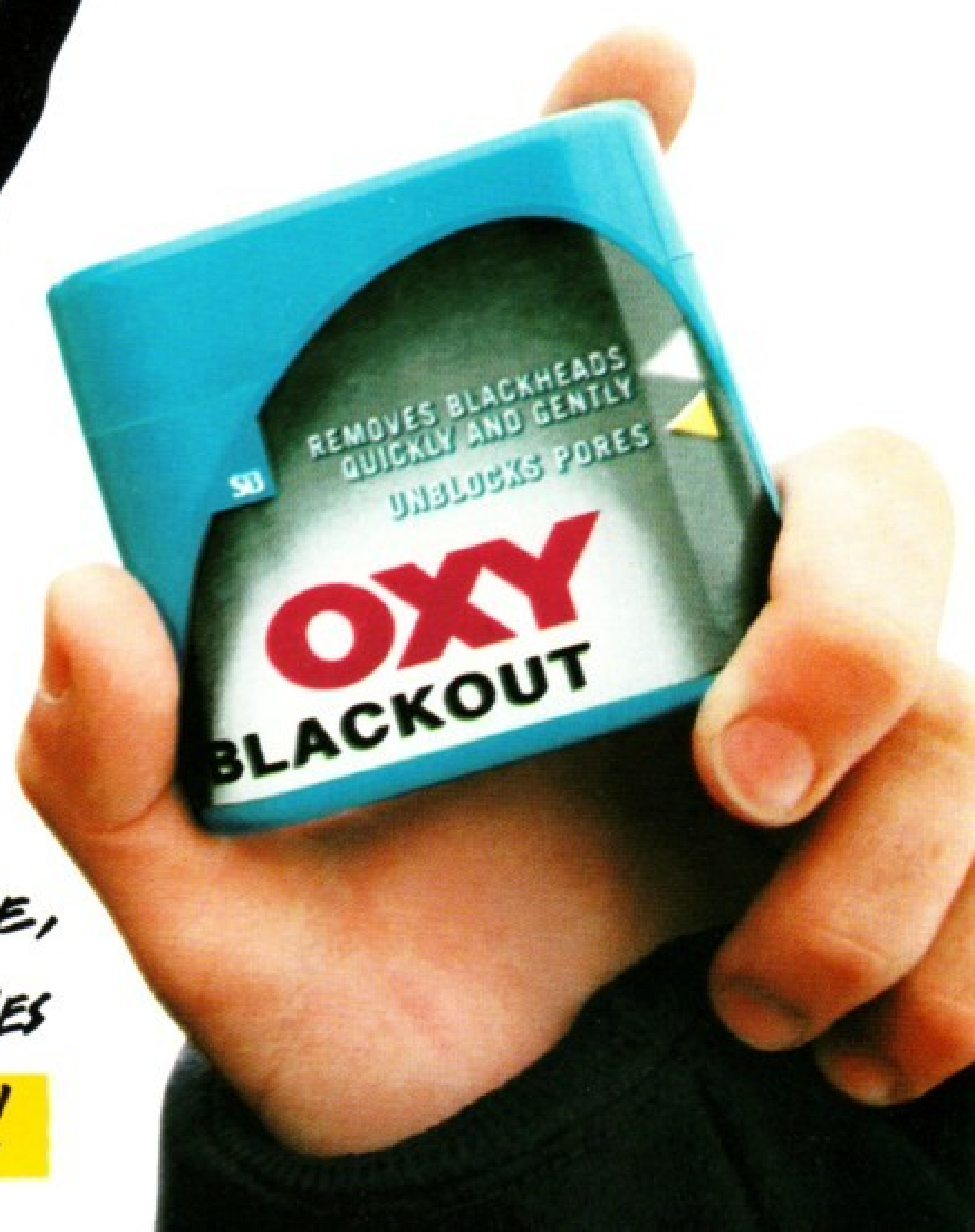
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INTO 1997 WITH SEGA SATURN MAGAZINE!

Owning a Saturn is making a statement. Although it's clear that the majority of people seem to have embraced Sony's 32-bit PlayStation machine, Sega Saturn continues to get the very best home software in the world... a pattern set to continue in 1997.

Sharing an office with multi-format mag CVG we get to see just about every new game on every system. And despite the arrival of games like Namco's Soul Edge on PlayStation and Mario Kart R on N64, there's little interest (particularly in the former). Everyone wants to play Fighters MegaMix - the culmination of AM2's gaming genius.

This issue, SEGA SATURN MAGAZINE looks forward to the months ahead. Yes, you get your obligatory Masters' Coverage of MegaMix, but we also check out the Saturn's future in 1997 which promises a wealth of incredible quality gameplay. And that's the point really: Sony's mass-market approach results in (for the most part) mass-market, predictable games. Saturn is the undisputed machine for the gamer - a fact that the AM departments, and others, will surely prove in 1997. Happy New Year!

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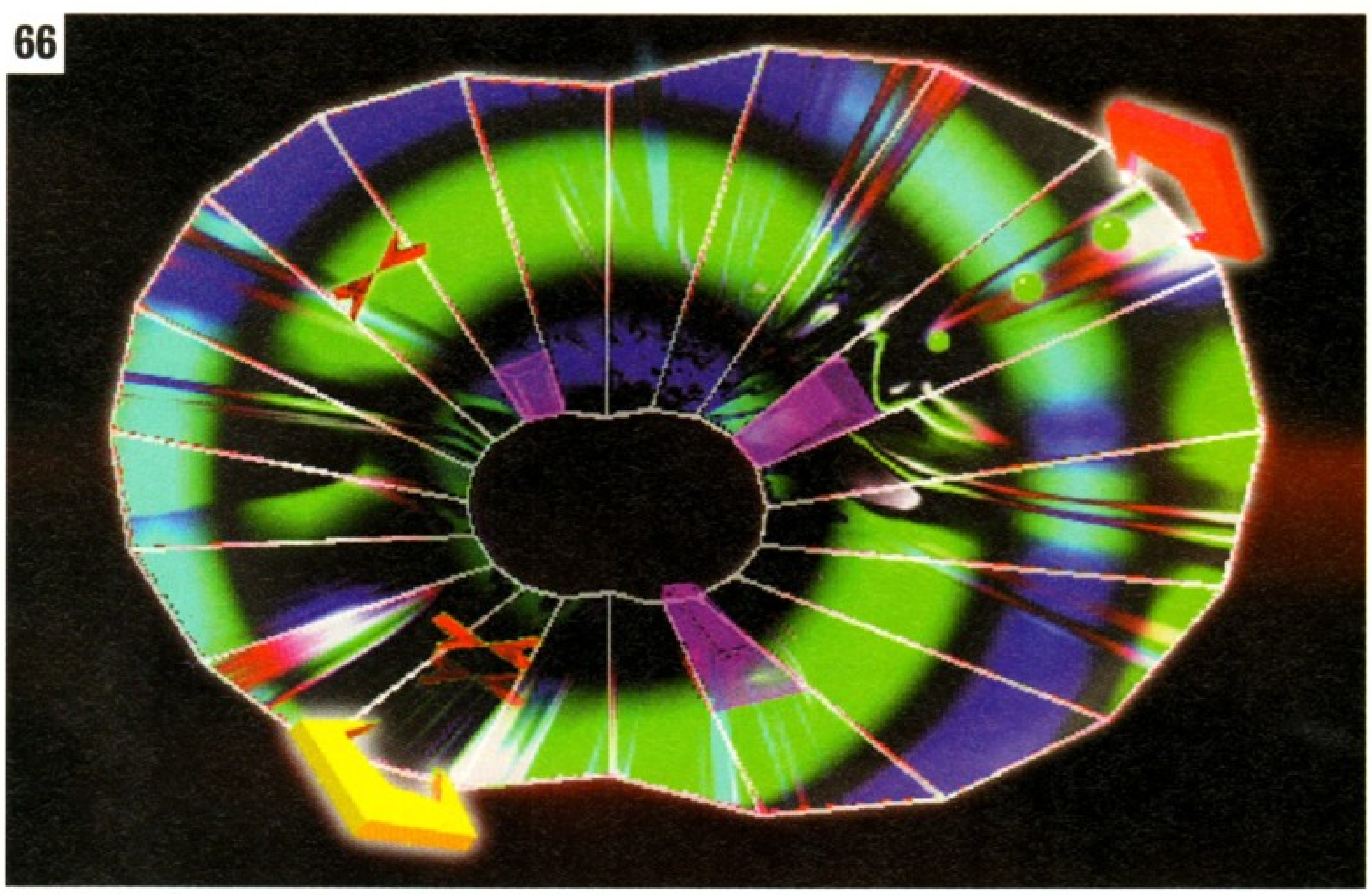
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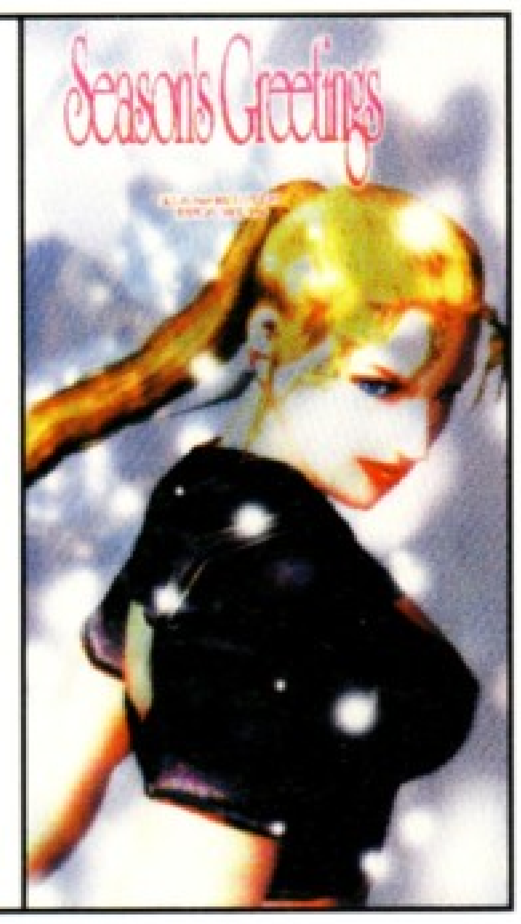
Here it is... 16 pages of cheats covering just about every Saturn game in the world. Well, in the UK at least. It's just the thing to stop you guys 'phoning us up asking for tips. As if. Still, you can't get better than this. And if you can, we want to know about it.

In the slot occupied by Coin-Operated we have... more tips! We've had hodloads of calls about Tomb Raider and since WE CAN'T TAKE TIPS CALLS we decided to do the next best thing - reveal huge amounts of puzzle solutions to this most awesome of videogames.

NEWS

It was the night before Christmas (well, the Sunday before any way) and all through the office nothing stirred... well, nothing except us fools working overtime to get this mag out so we can then go off for our hols. We could have finished on the Friday... Yes, we could have. But then you'd have had a rushed magazine with loads of mistakes and hastily written and designed nonsense. And we won't stand for that. So instead you get the best tips feature in the world - ever! And the BEST Fighters MegaMix showcase imaginable. Plus, when we got back to the office after my birthday drink on Friday night, loads of pics of Street Fighter 3 were waiting for us. And they're right here. It's fair to say that the SSM lads (well, me and Dave any way) are completely knackered at this point, so we hope you appreciate this finest of issues. And if you don't... well, to hell with you!

Begone and let me sleep, Rich Leadbetter, Editor.



FINALLY! STREET



It's the game we've been waiting over four years for. A game surrounded by controversy, speculation and rumour. It also happens to be the game on which Capcom are pinning their future on.

Street Fighter 3 is all set to be released, probably in February 1997. The crack development team in Japan are currently putting the finishing touches to the final arcade code and the game should be on test in the arcades shortly. SEGA SATURN MAGAZINE recommends that Londoners keep an eye on the Casino arcade next to Goodge Street tube station. Historically, every major Capcom release has been playtested at this spot up to two months before it was released, so that's the place to be.

Any road up, enough secrets of the trade, on with the game - and indeed the screenshots. Let's just say that you're going to enjoy this...

BASIC STRUCTURE

The basic idea of Street Fighter 3 isn't that far removed from SF2 - after all, that game set the standard for fighting games. The concept of wearing energy bars down through normal and special techniques has remained in effect right up until Virtua Fighter 3! That's still the basic idea in Street Fighter 3.

Everything else on top of the fundamentals has been completely redesigned. The backgrounds are now far more impressive than in Alpha 2. Thanks to the power of the new CPS-III arcade board on which Street Fighter 3 runs, the backgrounds now scroll vertically as well as horizontally (come to think of it, the Marvel CPS-II games did this, but the effect is far more impressive in SF3).

On top of the characters' basic movements, Capcom have also included a dash command (presumably forward or backwards twice). Again, Capcom have experimented with this in the Marvel games, but this is the first time that the SF series has seen this.

AWESOME GRAPHICAL CAPABILITIES

Looking at the new character designs in these screenshots doesn't really do them justice. Yes you can see that the fighters are bigger and more detailed than ever before, but you really have to see them move to appreciate what a step up the CPS-III board provides the gamer. SNK went some way to improving on the basic 2D fighting game set-up with the superbly animated (though gameplay-flawed) Art of Fighting 3, but those characters look distinctly jerky and poor when compared to Capcom's achievements with Street Fighter III.

ENGAGE SUPER-ARTS!

Super Combos are no longer a part of the Street Fighter series. Instead we have what Capcom are calling Super-Arts. We haven't been able to confirm this yet, but it would appear that on the character select you choose which Super-Art you which to use in the game. This then appears as a numeral above your energy bar during the game proper. As to what Super-Arts are available... Well, we're sure that some of the screenshots on these pages should reveal some of the spectacular moves on offer.



Elena (left) is one of the characters that Capcom have kept secret so far.



The classic Street Fighter confrontation here as Ken takes on SF master Ryu.



Every time you win a bout, you're treated to some superb Capcom artwork. Here, Ken has bested Sean (apparently he's Ken's protege) and taunts him with his trademark victory salute. Perhaps his fingers are the wrong way around.

Street Fighter III New Generation

FIGHTER 3!







WHAT'S THIS BLOCKING BUSINESS?

Alpha counters are out and in come the blocking techniques, which perform the same kind of function (reversing an enemy's attack) but have been refined to make them key techniques in the battles ahead. Like Alpha Counters (and unlike the reversals in Virtua Fighter) the blocking attacks can counter any kind of strike on your person be it from a high, low or jumping strike. Special moves can be reversed too.

We haven't got a good idea as to how these blocking techniques are instigated at this time, but Capcom have described the moves as "high risk, high return". Obviously using one of these moves is a gamble - if it pays off, you're treated to some awesome graphics (and obviously your opponent suffers a damaging blow) but should your gambit fail, you're presumably left open to a devastating counter-strike.



Here's the player select screen. Just who is Necro? Capcom have revealed nothing so far.



New girl Ibuki smacks the hell out of this game's combat karate specialist, Alex.





STREET FIGHTER LEGENDS

Street Fighter 2 must officially have the most sequels in the world ever - a whopping eight of them in fact, before the true successor, Street Fighter 3 was released (nine if you include a different home version)! And even now, Capcom are hinting that the Alpha series is not over! My god, there could be even more SF2 sequels even after Street Fighter 3 hits the arcades!

STREET FIGHTER 2

The game that started it all. Only Ryu and Ken survived from the original, disappointing Street Fighter arcade game. A revelation - and indeed revolution - in gaming. A worldwide phenomenum begun with this landmark title. The world of fighting videogames would never be the same again!

STREET FIGHTER 2: CHAMPION EDITION

The cries of "Can I be the bosses" were answered as Capcom made Balrog, Sagat, Vega and M Bison available to gamers. Small gameplay glitches were also addressed and things were basically made a lot fairer. For example, Blanka's roll being stopped by an attack used to drain him of half of his energy. Not now.

STREET FIGHTER 2 TURBO: HYPER FIGHTING

Tons faster with new colours for the characters and new moves (although based on existing animation). For example, E Honda and Blanka had charged vertical attacks, levelling out their arsenal of attacks. Basically, all of the Street Fighters were put on a level playing field, although Ryu was still thought, overall, to be the best character for combination attacks. Again, another winner, despite just being an upgrade chip for Champion Edition!

STREET FIGHTER 2: SPECIAL CHAMPION EDITION

A Megadrive conversion of Hyper Fighting, essentially. The story goes that Nintendo licensed that coin-op exclusively for Super NES, but Capcom simply got around it by changing the name and including all the features (and more!) any way! In fact, with options such as Versus Mode along with Team Battle, Capcom reinvented Street Fighter 2 as the perfect home game for 16-bit users - and these features (plus more) still feature in the company's home translations of their massive arcade hits. Check out the amazing version of Street Fighter Alpha 2, for instance.



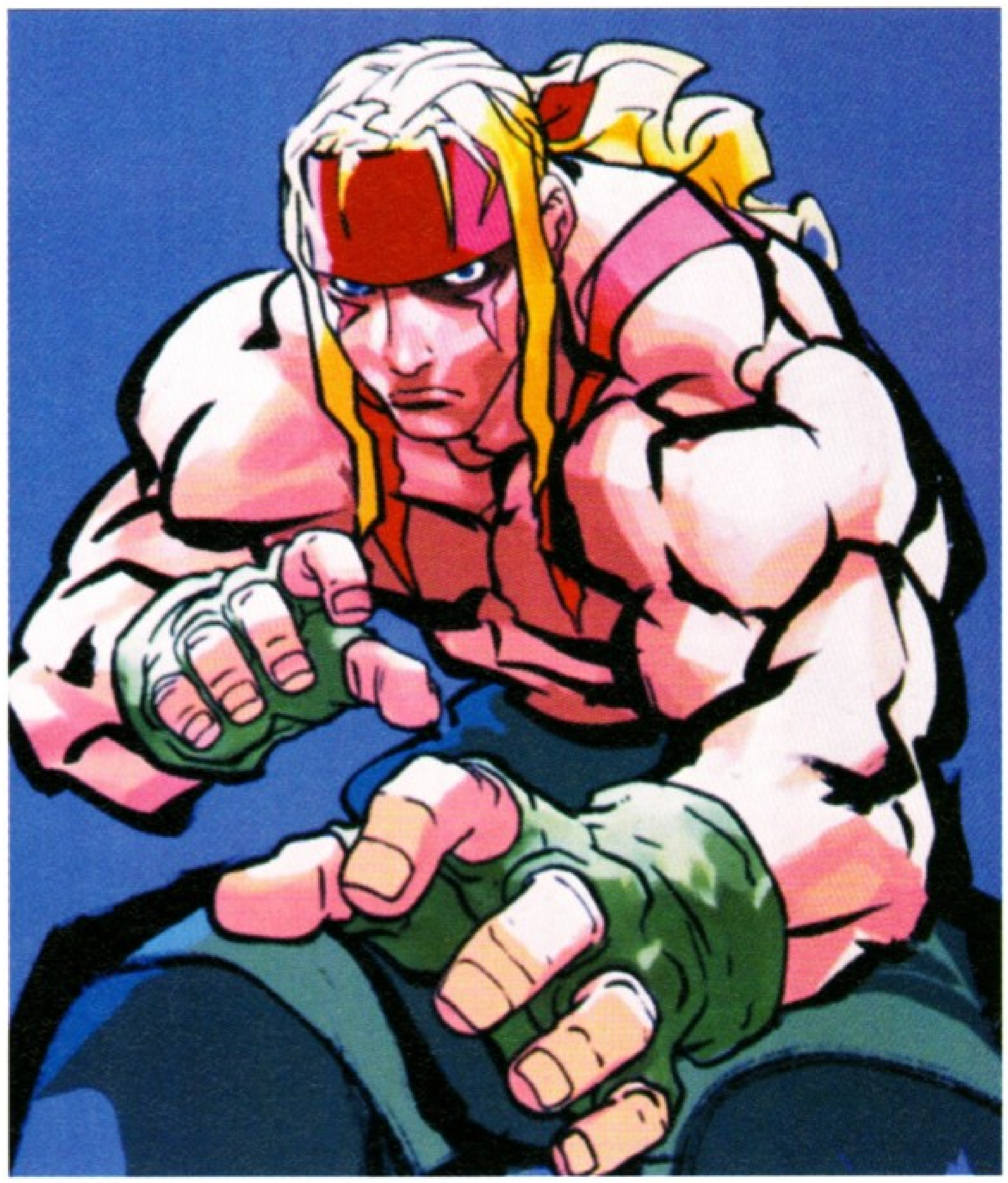
This particular Super Art appears to electrify Ryu's opponents!



A simple, to-the-point back kick sends new challenger Yun flying.











Ibuki unleashes the power of the ninja on newcomer Alex. As you can see, the conflagrations on screen are nothing short of spectacular. And that's in a still shot! Have no doubt that once you see these moves in action, you'll swiftly be converted to Street Fighter 3!



As mentioned elsewhere, Capcom have not revealed so much about some of the characters (we'll have details soon though, promise) although it would appear that newcomer Necro is able to strike at severe range, kind of like Dhalsim from Street Fighter 2.

WHO ARE THE NEW CHARACTERS?

At the time of going to press, Capcom had only revealed the details of six of the Street Fighter 3 characters. What you should be aware of is that just like Street Fighter 2, only Ryu and Ken have survived the move across to the new game. Unlike Alpha, SF3 is actually set after events in SF2, with older, even more confident versions of these characters. Capcom also wish to point out that since SF2, both Ryu and Ken have evolved in different directions, meaning that they are a lot different in terms of style as opposed to the more subtle differences in SF2 and its first couple of sequels.

Note that only six character bios have been released to date. Details on other characters (Sean, Elena, Necro and their chums) will be in the next edition of SSM.



RYU In the time spent since the last Street Fighter tournament, Ryu is still in pursuit of the true essence of fighting. Obsessed with this, he has spent all of his time training, streamlining his technique to make him the perfect fighting machine. His base moves are sheer shotokan karate, although he has augmented them with original techniques. Unlike Ken who has favoured flashier strikes, Ryu goes for to-the-point attacks. Ryu and Kens' differences go beyond their fighting - since the days of SF2, their friendship has soured.



YUN AND YANG Two brothers, trained in the arts of Chinese Kempo, Yun and Yang are originally from Hong Kong. Their parents split up when the brothers were very young and since then they have been based at their grandparents' grocery. As their fighting prowess has increased, their part of Shanghai has slowly become "their manor" and they are only too happy to defend it. Aside from subtle differences, Yun and Yang are essentially the same character - just different for 1P and 2P sides of the cabinet.



DUDLEY Despite the name, Dudley is actually a British combatant who has distinguished himself over the years in athletics. Dudley's domineering father, also a prize athlete has moulded and shaped his life, but since his dad's fall from grace, he has persevered to restore some sheen to the family name by becoming a heavyweight boxer.

Although apparently small for a boxer, Dudley makes up for it with speed and near-perfect technique. Certainly, some of his moves look extremely powerful indeed.







Ken and Ryu are not the only characters to use shotokan karate in Street Fighter 3. They're joined by the similarly attired Sean, who we surmise is the mystery protege of Ken that Capcom refer to in their press materials released to date.





Dudley is the British character - as you can probably surmise from his Terry-Thomas style grin. Unlike the noted Englishman, Dudley's a pro heavyweight boxer. And deadly to match!







IBUKI Ibuki is a young Japanese girl who lives in the heart of the mountains in a very small, insignificant village. In actual fact, it is the home for a secret ninja training operation which was established in the Sengoku period of civil unrest in Japanese history. Ibuki is an awesome fighter, having been trained since nursery school in the fighting arts - specifically a stylised nin-jitsu. Despite this, she is in many ways similar to other Japanese schoolgirls with the obligatory girlie crushes on Japanese pop stars!

ALEX From the east coast of the states, Alex is young, hot-blooded fighter from Manhattan. As a small boy, Alex was orphaned, leaving him in the car of his father's best friend, Tom. Raising him as his own, Tom trained Alex in military martial arts techniques as befits one who was once the leading fighting instructor for the US army. One day, however, Tom is soundly defeated by a mysterious man. Determined to track down this fighter, Alex sets off.. As a fighter, Alex is characterised by extreme speed and strength.

KEN Ken now lives on the west coast of the United States with his wife Eliza (whom he married in the end-sequence of SF2) and they have a three-year-old child, Mel. However, he is concerned about his lapsed friendship with Ryu and has promised Eliza that he intends to rectify this situation by entering the latest Street Fighter tournament. Although in many ways Ken has settled down in life, his spirit remains as it was in his youth, resulting in a far more spectacular-looking fighting style than Ryu. He's counting on his experience.

SUPER STREET FIGHTER 2

Back to the arcades! A lot slower than SF2 Turbo, although Capcom made up for it with four new characters: Fei-Long (Bruce Lee style fighter), Cammy (British agent), Dee-Jay (smiling Jamaican with killer combos) and T Hawk (Native American Zangief-style fighter). New moves for old fighters, including some glitches from the older games reinvented as moves (Ryu's red fireball, for instance). A big release, but some disappointment from the fans.

SUPER STREET FIGHTER 2 TURBO

Perhaps a release too far, but this is what the first Super should have been. Even more moves for the core characters, an excellent lick of speed plus the introduction of Super Combos, for the first time ever! SSF2T also introduced Gouki, or Akuma as he's known here as a hidden character...

STREET FIGHTER: THE MOVIE

Mortal Kombat meets the SF gang. Based on the lamentably sad Van Damme movie, this digitised the characters and brought them into a sub-SF2 gameplay environment. Still better than MK with Super moves and what-have-you, but not in the same league as the official Capcom games.

STREET FIGHTER ALPHA

Capcom return to their roots for SFA, going back in time to before the first Street Fighter tournament. Ryu and the gang meet up with Charlie (Guile-throw-back), Sodom and Guy (from Final Fighter), plus Birdie and Adon (from the first SF game). A great step up indeed.

STREET FIGHTER ALPHA 2

Essentially this is Alpha with more and better backgrounds plus a further five characters: Gen (from SF1), Sakura (all-new schoolgirl version of Ryu), Rolento (Final Fight boss), plus Dhalsim and Zangief... from SF2! The circle is now complete. Gameplay mechanics are tightened up to new levels, making it the greatest 2D fighting game in the world... ever. Until now, perhaps.

STREET FIGHTER EX

Still in development at Capcom, this 3D version of Street Fighter essentially mixes Alpha and SF2 mechanics along with some 3D action. Developers Arika include the main manager behind the original SF2 and DarkStalkers so expect something AWESOME! If not better than that, even. Only time will tell...

TONIGHT WE'RE GOING TO

So it's the end of 1996, getting on for a full two years since the Saturn was first released in Japan with only a brilliant conversion of Virtua Fighter going for it. Since those early days, the Saturn has seen some incredible gaming moments - and curiously enough just about all of them have come about in 1996. Here's something of a little lookback over this most tumultuous of years...

JANUARY

VF2 and Sega Rally Redefine Saturn Gaming!

The promise of so-called "killer-app" software failed to materialise the December before (the crucial Christmas selling season) and rather belatedly, the two games the Saturn really needed finally arrived.

The most commercially successful was the awesome Sega Rally, which finally appeared at the end of the month. Running at 30 frames per second with two-player modes plus some incredible graphics, it remains a gaming staple for the Saturn-owning community (and is enhanced over the rush-release US version). A game that still hasn't been surpassed.

Less successful but still stunning was Virtua Fighter 2. Running at the same speed as the arcade game but with a HIGHER resolution, this remains the Saturn's finest available officially released game. It got 98% in Saturn Mag and it was worth everyone of them. In fact, it's only been surpassed by Fighters MegaMix, which isn't full hi-res (but is better in terms of gameplay), but that doesn't count because it isn't out yet...



FEBRUARY

Panzer Dragoon Zwei Revealed!

After the highs of January came the lows of this particular month. Nothing really stood out for Saturn owners on the shelves, although the lovely lads and lasses of SEGA SATURN MAGAZINE attempted to drum up some excitement by showing the first shots of Panzer Dragoon Zwei. It didn't look so different to the first game, but then, we hadn't seen the final, amazing game!

In Japan, Saturn owners finally got a link-up cable (which we're still waiting for) plus Hitachi announced plans for a portable Saturn (with a mini-TV stuck in the cart slot!). The arcades, often the basis for many Saturn titles, were waiting for Manx TT SuperBike - the latest game to issue forth from the same arcade labs that brought us Sega Rally Championship...

Reviews-wise things were most sad indeed, with Worms being the top-rated game! Obviously, reviews-wise, things were pretty desperate! But remember, the publishers were still moving over from 16-bit.



MARCH

Psygnosis Strike on Saturn!

As the Saturn put up with the gaming affront that was Johnny Bazookatone, SEGA SATURN MAGAZINE scooped the cosmos by revealing the first shots of WipEout on the Saturn! Psygnosis had ditched their PlayStation exclusivity shenanigans and brought their greatest game to the Sega machine. And well, it wasn't as good. But for Sega it was good enough. Hmmm.

Reviews-wise we did pretty well. Puzzling fans had Baku Baku Animal to thrill over and we also reviewed X-Men: Children of the Atom which remains an unspeakably excellent fighting frenzy (shame about the PAL version though). It is a shame that you guys had to wait months for it to appear on the shelves - D'oh! Indeed.



APRIL

Loads of Games - None of Them Here!

Again, something of a gaming draught which explained the King of Fighters 95 cover (the only non-rendered one we've ever done). AM2 revealed their first demos of Virtua Fighter 3, running on the incredibly powerful Model 3 board along with Virtua Fighter Kids (on ST-V) and AM3's excellent Model 2 powered Last Bronx, which was announced for Saturn just last month (see issue #15).

In terms of home software, Magic Carpet and Street Fighter Alpha did the business, although again in the case of the latter there was a huge delay before the game actually appeared on the shelves! Double d'oh! What that basically meant was that Alpha 2 would materialise in the shops less than six months after its predecessor...

We had tons of stuff to look forward to: Panzer 2 was looking awesome and GameArts Gun Griffon was also shaping up really well, but SSM staff had to sympathise with the average Saturn owner on the street. Unless they were importing software, there was little of interest to buy. We could only tantalise you with names like "WipEout" and "Ultimate Mortal Kombat 3". Sure, the Saturn still had some ace games... but we just had to wait for some ace new ones to come our way. In the meantime, the key-word was simply "frustration". We could only wait...



MAY

Sonic Team Reveal NiGHTS!

Panzer Dragoon Zwei hit the shops and Team Andromeda had done wonders. To this day, there's very little software (even on N64) that holds a candle graphically to this wondergame, but Sonic Team could well have trumped it as they finally revealed NiGHTS - their first Saturn epic! Graphics had never looked so cool on the Saturn and the Sonic Team had matched it with stunning gameplay... and that was with two months' worth of coding to go.

In the shops, Euro 96 finally appeared to tie in with the event. The game sold a lot of Saturns and wasn't too bad, although it has to be said that the press probably went way too over-the-top on the game at the time, with Sega trying to keep a lid on an import title called Victory Goal '96...

In another blow to the man on the street, Virgin decided not to release the fully finished NightWarriors: DarkStalkers' Revenge. It didn't come out until November. Why? WHY?



JUNE

Heart of Darkness: Still Not Here

A fine Saturn Mag cover for Heart of Darkness - a so-called Sega exclusive. Unfortunately, even as I write this the game is still in development. We played it at the E3 show in Los Angeles and overheard one major software supremo say, "Level one. Took two years to create and ten minutes to finish". Apparently it's due for April 1997 now, but this is quickly becoming a joke of a situation. The game looked absolutely amazing when it was first sighted at an ECTS trade show a year or three ago, but unless it has radically changed from its sighting at E3, it's going to be out-dated and out-quaffed by its contemporary software.

Still, class software of the month came from Treasure with the excellent Guardian Heroes and GT Interactive's cool-if-you-like-Mortal-Kombat Ultimate Mortal Kombat 3. A finished copy of NiGHTS turned up at the offices and amazed all who saw it while more Psygnosis fodder materialised in the form of Lemmings 3D and Discworld. Destruction Derby was notable by its absence... Not surprising really, as when it did finally arrive it was a debacle - far, far worse than WipEout. And yet still it sold...



PARTY LIKE IT'S 1996!

JULY
First Cop 2 Demos Emerge!

Into July and SEGA SATURN MAGAZINE secures yet another fine exclusive in the form of Virtua Cop 2. AM2's sequel was first revealed at the Los Angeles E3 in May and we got to see a more advanced version... and even at this early stage we were very impressed. The NetLink and NiGHTS controller were also revealed for the first time. Other excellent software such as Command and Conquer, Virtua Fighter Kids and Exhumed were also shown off by a rightly proud Sega.



With only Guardian Heroes impressing us as a game you could buy there-and-then, it was good to see so much quality software being revealed. The future was bright indeed, but the best was yet to come!

AUGUST
NiGHTS Appears And Wows the World!

NiGHTS was officially reviewed by SEGA SATURN MAGAZINE, earning a gross 96% - which we uprated to 97% in more recent months - the game just gets better and better, keeping players glued to their Saturn whilst Super Mario 64 gathers dust on the shelves of N64 owners. Olympic Soccer and Sea Bass Fishing proved to be the strange winners in the review wars this month (after the NiGHTS behemoth of course) but there was a range of duffers too - Primal Rage, Slam 'n' Jam and StarFighter 3000 to name but three. We also got first looks at Tomb Raider, Alien Trilogy and Athlete Kings, the former standing out in particular. So despite the other mediocre games out at that time, NiGHTS and the future was looking very good indeed.





NiGHTS: a milestone in gaming. One of the best games ever!

SEPTEMBER
AM2 Strike Gold Again With Fighting Vipers!

Sales leapt through the roof with this spectacular cover as we unveiled one of the biggest hits of the season - Fighting Vipers. AM2 consolidated their position as the premier Saturn coders with this amazing game. Little did we realise that scant months later they'd unleash the power of Fighters MegaMix! WIth games for review like Virtua Fighter Kids, Alien Trilogy, Space Hulk and Athlete Kings, the Saturn scene was hotting up. Perhaps gobbling up the most of our precious time at this point was Bust-A-Move 2 - the phenomenally amazing puzzler from Taito and Acclaim, which earned a gargantuan 93%

Also reviewed in this issue was Story of Thor 2 (a creditable 89% there) along with Olympic Games, which although okay was never released. Which made a certain other rag believe that SSM had reviewed the PlayStation version. Which we hadn't.

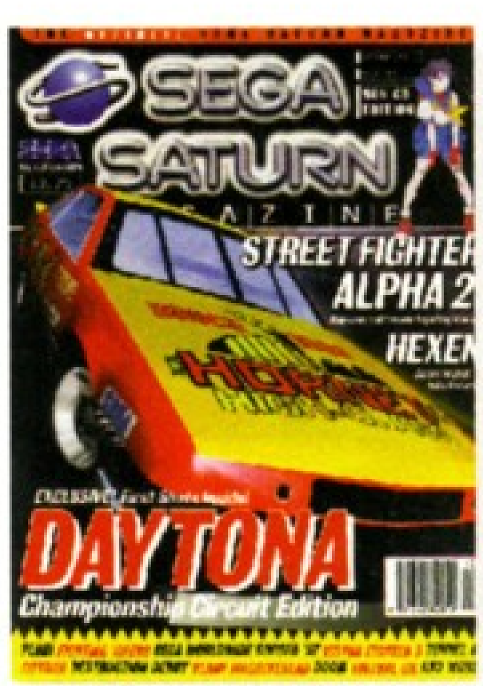
This was also a sad month in that it was the last issue of SSM edited by Sam Hickman, who performed wonders in launching the mag in the first place. Stepping into her position was Rich Leadbetter, ex of CVG, Mean Machines, Mean Machines Sega, Sega Magazine and Maximum. After a three-week holiday during which he got completely bored of his N64 and discovered the wonders of Quake, Rich was anxious to get back to the Saturn scene (and his preproduction copy of Fighting Vipers)...



OCTOBER
The Demo CD Ever! Until The Next One...

Saturn Mag came out in two different forms for its October issue. With CD and without. A mistake we'll hopefully never perform again. Production of the November almost slowed to a standstill as editorial staff fielded phone calls from disgruntled readers.

Still, in a frenzy of exclusives, we unveiled Daytona CCE, Street Fighter Alpha 2 and Hexen. Rainbow Islands surprised all with a game design that put many of today's games to shame - not bad for a decade old arcade title. But the biggest release of the month was Sega WorldWide Soccer '97. Forget every football game you've ever seen, SWWS '97 had and still has the best graphics and gameplay imaginable.. Gremlin managed to impress just about everyone with a version of Actua Golf which surpassed the PlayStation original - proving that there's just no excuse for poor quality ports.

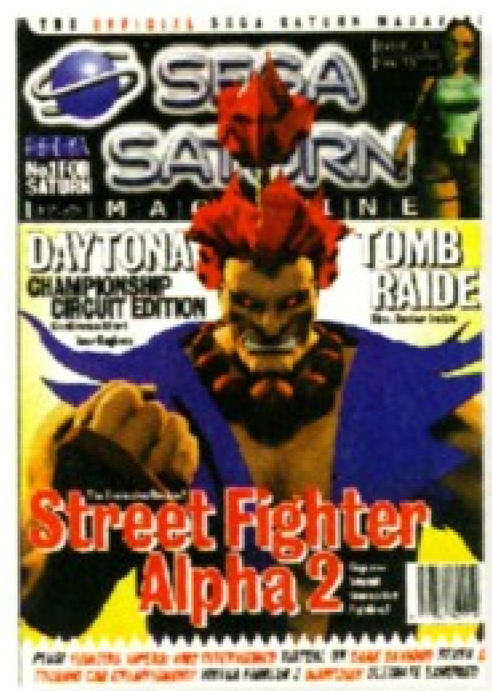


But in the run-up to Christmas, this was just the beginning...

NOVEMBER
Alpha 2 and Tomb Raider Rule!

A striking cover for the game of the moment - Street Fighter Alpha 2. The best 2D fighting experience ever released, this was our favourite game by far, and once again Capcom had supplied Saturn owners with a coin-op perfection translation which trounced the equivalent PlayStation game.

Daytona CCE hit the shelves and met with much controversy. There was no doubt that graphically it was better than the first Daytona, but in terms of gameplay it was nothing like the original. Or the arcade game. Still a good game, just not what we wanted really. Sega Rally still ruled.



SSM also scooped the first review of Tomb Raider, which perhaps we under-rated at 92%. I'll say this just once - if you don't own this game, you're a fool. Purchase it immediately!

DECEMBER
Cop 2 Out and Quake Plans Revealed!

The December Saturn Mag sported an unforgettable Virtua Cop 2 cover, supplied by our friends at AM2. The game itself is a classic, well worth the 95% awarded. Another game almost as good hit the shelves too: Virtual On. We still hadn't reviewed the game at that point and a lot of copies remained on the shelves simply because they didn't know anything about it - a situation we could only rectify in the following issue. No such problems for Virgin's Command and Conquer, though. The game leapt from the shelves (again despite no reviews) and remains another essential title for Saturn owners. Here's hoping for Red Alert...

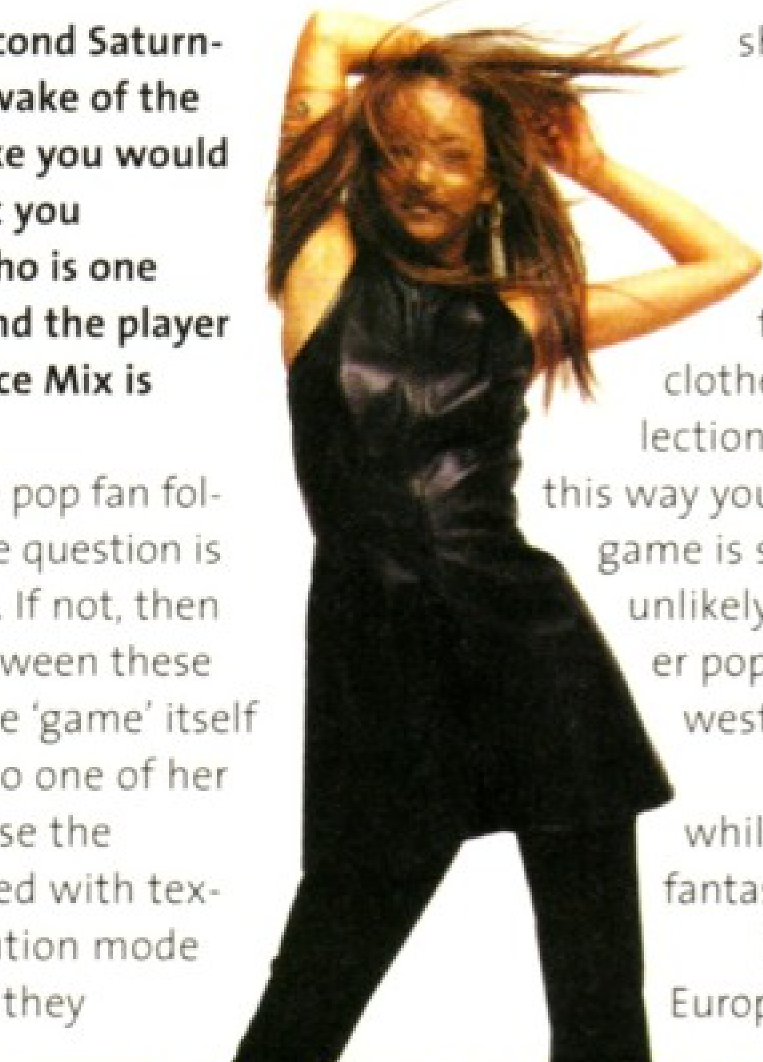


AND NOW... The Best is Yet to be!

SEGA SATURN MAGAZINE continues to provide the very best for Saturn owners. The greatest coverage of the best games. Honest reviews (let's face it, Doom IS disappointment of the year). The best demo CDs. It's a service we aim to continue indefinitely, and from the looks of our latest sales figures, it looks like the extreme efforts put into the mag by our lads are beginning to pay off. Also, although extensive, our 1997 Games Feature is far from complete. Titles such as Condemned, The Fantastic Four, Batman and Robin plus a new game from the Sonic Team are just a few more of the highlights stacked up for the months ahead!

AM2 MYSTERY GAME REVEALED!

Well, as expected AM2 finally released details on their second Saturn-specific title which will be released in the January in the wake of the epoch-making Fighters MegaMix. But it's not anything like you would expect! Digital Dance Mix, starring Namie Amuro, is what you might call a pop video emulator. The lovely Ms Amuro (who is one Japan's biggest stars) performs two of her greatest hits and the player gets to direct her video! A Japan only release, Digital Dance Mix is designed to open up Saturn to a new audience.



With a string of top-ten hits to her name and a large pop fan following her name alone could sell this 'game'. However, the question is whether a pop fan would buy a Saturn just for this game. If not, then would the typical Saturn user buy this game? Caught between these two questions is the future of the Saturn's user base. The 'game' itself is fairly simple. Namie Amuro is dancing on a live stage to one of her hit songs. There are presently two to choose from: "Chase the chance" and "You're my sunshine . Namie's been digitised with texture mapped polygons and is running in the high resolution mode so she looks really beautiful. With such a simple design they should be able to devote a lot of processor time in getting her movement really smooth.

You take control as the director. You are able to change the camera's view point through 360 degrees, zoom in and out, move up and down and generally move the camera whereever you like. In addition you can alter the stage (both design and colour), change Namie's clothes and position the background dancers (currently only a simple collection of polygons in the rough shape of a 2D person) in different places. In this way you can become a make-believe Top-Of-The-Pops producer! The game is scheduled for a January release in Japan at a price of 2800 Yen. It is unlikely to be released outside Japan unless they replace Namie with another pop-singer who is famous in the west. Even then it may not appeal to western audiences.

Namie has been quoted as saying "This is great isn't it. It's myself while at the same time it isn't myself. It's a strange feeling but it's really fantastic. I'll be able to check what I look like now <laughs>."

If you're hoping for a European release, forget it. What would Sega Europe do - digitise Louise? Now there's a thought...





Here's what the mystery AM2 game looks like! So... a game based on the Virtua Cop engine. How wrong we all were.





WIN! A B-UNIV CD!

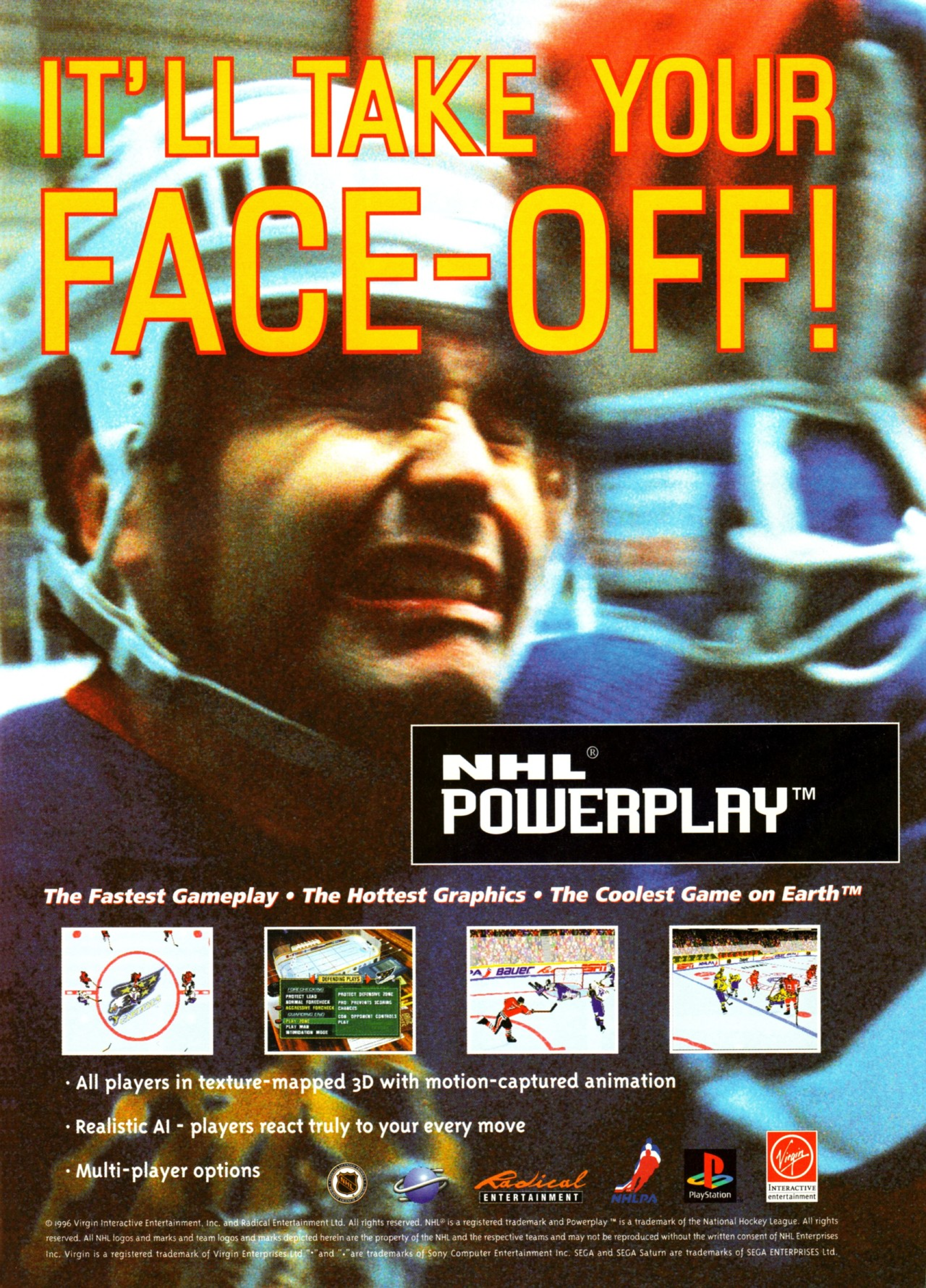
Who are B-Univ? Well, if you're an AM2 fan, you should immediately recognise the name as they're behind the music on some of the arcade firm's greatest hits! Specifically, they produced the soundtracks to Virtua Racing, OutRunners, Virtua Fighter and Daytona USA. Since then it would appear that their services haven't been required which is a damn shame as the Saturn Mag posse wholeheartedly believe that their tunes were the best EVER. Yes, that includes Daytona USA.

B-Univ (short for Baby-Univers) is the project name for music produced by Japanese composers Kouiti Namiki and Tekenobu Mitsuyoshi, and they've released several successful music CDs in Japan, based on their arcade work. And we have the best one to give away! B-Univ's Virtua Fighter soundtrack is frankly brilliant (better than the remixed version on Saturn VF) and you get all the arcade tunes plus some specially arranged music by B-Univ inspired by the Virtua Fighter coin-op! We have a single CD to give away, so get your brains in gear now!



1. Which remixed VF tune on Saturn sounded NOTHING like the arcade original?
2. What reason can you give for Rich giving away what is currently his most prized CD?

Obviously number two is the most difficult question here. Send your responses to I WANT THAT B-UNIV CD NOT EXCUSES at the usual address.


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1997 Starts with a BANG!

For the SEGA SATURN MAGAZINE posse, 1997 has begun with a revelation. Fighters MegaMix - perhaps the greatest, sexiest videogame ever to appear. Bigger, better and more playable than Virtua Fighter 2 and Fighting Vipers with 32 fighters and huge amounts of techniques from VF3 included too. It's just a taste of the brilliance Saturn owners can expect in 1997. RICHARD LEADBETTER explains.

I have to admit to being a great fan of new technology - MiniDisc, LaserDisc - you name it, I've got it. The same goes for my gaming too since I've got a N64 and PlayStation as well as the Saturn. The thing is, I spend far more time on the Saturn than I do on the other machines. The Sega console is clearly the machine of choice for the hardcore gamers out there - a situation that Sega and the more adventurous third parties out there see and a situation which has also been reflected after talking to the companies when putting this feature together.

It's too early to judge N64 at this time, but where PlayStation's concerned, the fact that it is now seen as the mass market console works against it in some ways. Aside from some outstanding titles such as Resident Evil and WipEout 2097, the machine is the place where every Tom, Dick and Harry developer goes to publish their games, resulting in a huge amount of software which just isn't interesting. Take away Namco and Psygnosis and PlayStation would be nothing. I would say that too many of the other companies deluge the Sony market with forgettable software with lamentable concepts.

Not so the Saturn. Sure we get some of the bigger "mass market" titles too, but the Saturn audience simply gets better games - conceptually superior ones. Sega's AM departments account for a large amount of that, but of all the hot-shot games we've revealed in this feature, over half of them are Saturn exclusives.

But it isn't just software that promises so much in '97. Two key developments in hardware are set to revolutionise Saturn still further, making the machine even more powerful and versatile.

THE VIRTUA FIGHTER 3 GRAPHICS BOARD

One game is going to completely alter the perception of Sega Saturn across the world, just as that same game is currently redefining what the arcade experience is all about. Of course, I'm talking about Virtua Fighter 3.

You might have read elsewhere that the game is going to be a cart/CD combination with the game including an add-on which boosts Saturn's 3D performance still further. Here at SSM we aren't going to confirm anything until Yu Suzuki does, since ultimately he has the last word on every aspect of AM2 development. So far he has said nothing apart from the fact that it IS coming.

It seems highly likely that a cartridge with 3D-boosting capabilities will be produced. Graphics boards for the PC with unimaginable power are currently on sale for as little $129 in the US - and that's with four megabytes of RAM included. The memory's probably the most expensive part too, so technically, it's a cinch to produce a cheap 3D card but that isn't the real reason why the cart is a nigh-on certainty.

When you play Fighters MegaMix, you'll see what I mean. All of the VF characters seem to have 99% of their VF3 moves! That being the case, AM2 could seemingly have out-quaffed themselves before a line of code for VF3 has been written. Bar the backdrops and new costumes, you could argue that MegaMix has it all already! AM2 and Yu Suzuki know what they're doing. To top MegaMix, VF3 has to be a revolution. And it will be. The new technology to bring about this revolution will redefine what the Saturn is all about. Let all those who doubt the skills of AM2 beware!

THE INTERNET REVOLUTION

The Internet is quickly becoming a worldwide phenomena. When I first started out in journalism, when I needed to know something I went out and bought a book or persevered with something until I had learned it. Not now. The Internet is vast store of incredible knowledge. Within seconds you can access computers across the globe and find information on any topic, no matter how trivial. If you're interested in it, so are hundreds of other net users with their own sites.

Before Easter in 1997, the Saturn's NetLink equipment will be released. With its browser software and support for email and the newsgroups, the world is your oyster. So, there's no need to shell out a grand for a multimedia PC just for net-surfing. The Saturn's kitted out to do it just fine. In fact, the only thing I can possibly see going wrong for the NetLink is a lack of software updates. The WorldWide Web in particular is evolving at a frightening rate and the PC and Macintosh software to view the web has evolved with it. Sega need to release new software for the NetLink at least once a year to keep it up to speed with the Internet Explorers and Netscape Navigators of the world.

The other aspect of brilliance about the NetLink is the scope it has for multi-player games. Sega Rally, Daytona CCE and Virtual On are all going to support multiplayer action across the Internet. And that's just the tip of the iceberg.

BEST FOR GAMES

The only thing stopping Saturn from annihilating PlayStation is the effort being put into games. Look at this from a technical standpoint: Virtua Fighter 2 has higher resolution graphics than Tekken and its ilk and runs at the same speed. Fighting Vipers' 3D backgrounds have never been replicated running at the same speed on PlayStation. Alien Trilogy is virtually identical to the PlayStation game yet developers Probe admit it is using only ONE of the Saturn's CPUs. In 2D situations, Saturn is supreme: Street Fighter Alpha 2 is notably superior as is DarkStalkers. Just where is X-Men? Capcom aren't even going to attempt bringing new star X-Men Versus Street Fighter to PlayStation.

So why is Saturn lagging behind PlayStation? I put a lot of it down to Psygnosis developing first for Sony - their games have captured the imagination of the mass market over and above the arcade games that Sega specialise in.

On a more sinister note, since PlayStation had a headstart in sales, some developers just aren't treating the Saturn with respect. It's all very well saying Alien Trilogy matches the Sony game using half the Saturn's CPU power, but why wasn't it all used to improve on the original? Why have Saturn owners been subjected to cruel and unusual punishment in the form of the horrendous conversion of Doom? Why does the Saturn version of a major game appear months after the PlayStation one?

Even without proper support from the third parties, Saturn is going to have a hell of a year in 1997 and I am both optimistic and excited about the Saturn scene at the moment. But with a bit of effort from everyone, 1997 could well being about a true revolution in gaming - with the Saturn central to this exciting change. Fingers crossed...

THUNDER 1996.

FEATURE 1997 Starts with a BANG!

ADIDAS POWER SOCCER

Psygnosis' Predator Strike! One of the PlayStation's best footie sims is currently in development for Saturn, due in March.
First Eleven Stuff? One of the first games to truly benefit from distinct arcade and simulation modes, with some ace moves.
Relegation Material? Should be an accomplished game, but conceptually, Sega's WorldWide Soccer '97 already beats it hands down.



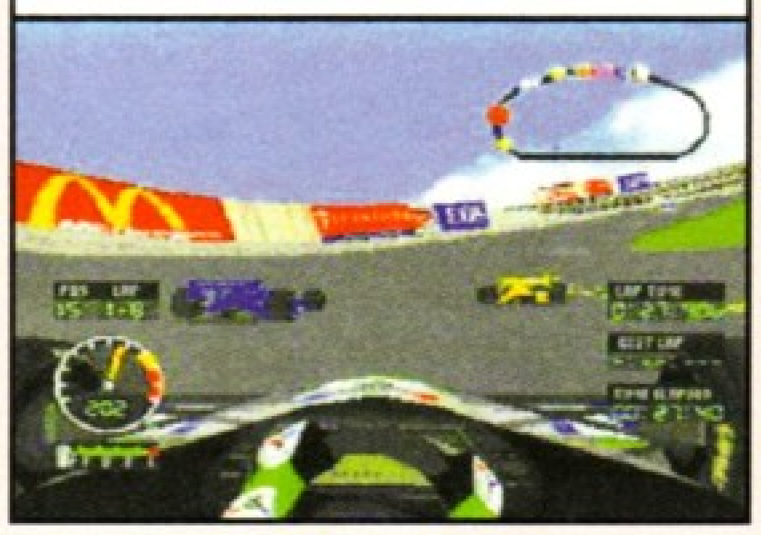
AMOK

Scavenger Finally Strike! Having been in development for years, Scavenger's first Saturn shooter is finally ready for action. And about time, really.
But... But When? This fractal-based blasting graphical festival should finally hit the shops in January. Just about now, in fact.
Worth The Wait? Some titles held in development hell emerge as gaming debacles. Not so Amok, which is well worth the 90% awarded.



ANDRETTI RACING

A Game To Rival F1? Andretti's more based on Indy Car activities, but it will be interesting to compare to Psygnosis' F1.
Isn't It Out On PlayStation? It's already scored quite a few decent review marks, so hopes are high for the Saturn game. Which is apparently finished now!
I Want Details, Not Excuses! EA's ports to Saturn have always been pretty good, but we won't know more until the review next month.



ASSAULT RIGS

Another Old PlayStation Game? Yes indeedy, Psygnosis appear to clearing out their catalogue before bringing us WipEout 2097.
What's The Deal? Take control of one of a number of battle-tanks and blow the hell out of your competition in pursuit of glory.
Too Little, Too Late? How it will cope with two players remains in doubt. Besides, Virtual On's out already. And it's awesome.



CRUSADER

A Class PC Conversion? EA would certainly have us think so. This isometric blasting adventure was great fun on the PC and was most successful indeed.
Do I Detect a Doom Influence? It's a totally different experience really, but there are some excellent gore sequences to see.
Do We Have a Winner? We would certainly hope so. Crusader was a great PC title and is perfect for conversion onto Saturn.



DIEHARD ARCADE

Where's Bruce Willis then? He's in DieHard Trilogy. A couple of martial arts experts deputise in this spectacular fighting game.
Streets of Rage With Polygons? Essentially, yes, but with moves lifted from Virtua Fighter plus some great heavy duty weapons.
Guns? Knives? Yes, but add rocket launchers and anti-tank guns. Plus! Batter the end-boss to death with his own golf clubs!



DIEHARD TRILOGY

All Three Films in One eh? Not quite, each of the DieHard films gets its own game, a "thrillogy" if I may repeat the pun for the second month in a row.
Virtua Cop Eh? Well, DieHard is like Fade to Black, DieHarder IS a shooting game. DieHard 3's a driving game, oddly enough. Just like the film. Yes...
Shouldn't This Be Out Now? Apparently yes. We missed a review copy by days, but there's a showcase to examine on page 54.



DUNGEON KEEPER

It's Not Even Out On PC Yet! True, it's due in February and although it's not confirmed, it's a good bet for conversion.
How Good Is It? It's Bullfrog's most ambitious game yet - control every aspect of your own dungeon and butcher good guys like stinking hogs! Sounds like ace fun to us.
Looks Amazing... Damn right - Bullfrog's 3D technology is bloody amazing. The PC version looks absolutely stunning.



GRANDIA

The Pics Look Great... Wait until you see this RPG move. If you think PlayStation Final Fantasy looks good, check this!
How Good Is It? Imagine these brilliant, immense 3D landscapes moving about super-smoothly. And then tremble at the power!
It's THAT Good Then? You betcha. Awesome graphics, sound by LucasFilm, a plot developed over years - this game is MASSIVE.



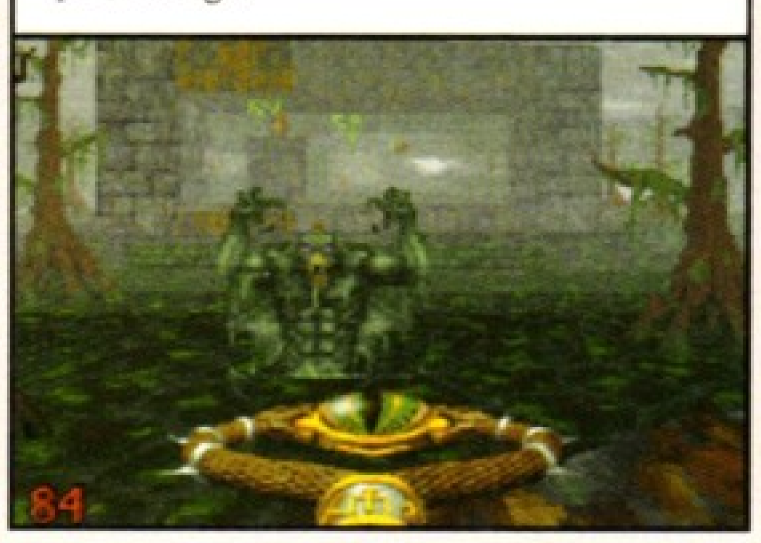
GRIDRUN

Just What Is It? A very simple 3D maze game, based on the perennial Capture the Flag style of gameplay. Could be great.
Simplicity Rules? Still no review copy from Virgin, so who knows, but our preview session with the game was enjoyable.
When Will We See It? Scheduled for release in the first quarter of 1997, we should be reviewing GridRun in the next issue.



HEXEN

Will This Make Up For Doom? Probe Software are handling the conversion chores for GT Interactive, so it should be pretty damn good.
Up There With Exhumed? It's faster than Doom, but not in Exhumed territory. But the monsters ARE better and the quest is awesome.
Like The PC Version? You betcha - almost identical in fact. It's like running the original game on a 486 PC. A good 486, though.



INTO THE SHADOWS

3D This Good? On Saturn? Scavenger still haven't released the PC version of this potential megagame, but it is coming to Saturn.
Like When? Your guess is as good as ours. Scavenger release games when they're good and ready to release them. So there you go.
What's The Aim? Imagine Quake crossed with Soul Edge from the arcades. Lots of exploration and sword-slinging, guaranteed.



BOMBERMAN

Finally! A European Release? We brought you a showcase in issue #11, but yes, Sega Europe have finally signed up this blast-a-thon.
What's New? The Bomberman formula is pretty much as fresh as ever but the multiplayer mayhem is better still with ten players!
Ten Players?!? Indeed. Along with Guardian Heroes, this makes getting a multitap pretty essential. This is a great contest...



BROKEN HELIX

Konami Enter Doom Territory! First impressions do convey a very Doom-esque experience, but there's a lot more to Broken Helix.
Like What Exactly? Try a plotline, for instance. There's a lot of characters in the game which Konami have brought to life well.
Such As? Try the kick-ass musclehead with a Schwarzenegger soundalike voice-over! "You set us up! It's all bullshit! All of it!"



CONTRA: LEGACY OF WAR

Hold On, Isn't This Probotector? Yeah, aka Gryzor. Konami's shooting franchise blasts onto Saturn with some amazing 3D!
You Don't Mess With Contra... The timeless gameplay's pretty much unchanged from previous excursions, but the visuals are great.
Who's Responsible For This? Oddly enough, Contra: Legacy of War has been programmed by the developers of Ecco the Dolphin!



CRYPT KILLER

Haven't I Played This Before? Konami's answer to Virtua Cop, Crypt Killer's arcade incarnation had excellent mounted shotguns!
So It Isn't Doom then? Certainly not, it's like Virtua Cop with sprites. But a shotgun peripheral would be great for a Doom game!
Are AM2 Soiling Their Trousers? Probably not. Crypt Killer is lots of fun, but Virtua Cop is a completely different league.



DUKE NUKEM 3D

Hail to the King, Baby! Duke Nukem 3D, the logical successor to Doom is a cert for Saturn translation, thanks to GT Interactive.
Who's Doing it? There's a question. UK-based Eurocom were "up for it" but Saturn chores may fall to Lobotom... Oops, sorry, we can't tell you.
I Want This Game! Duke Nukem 3D is one of the best reasons to own a PC. Exhumed was good - this should be even better!



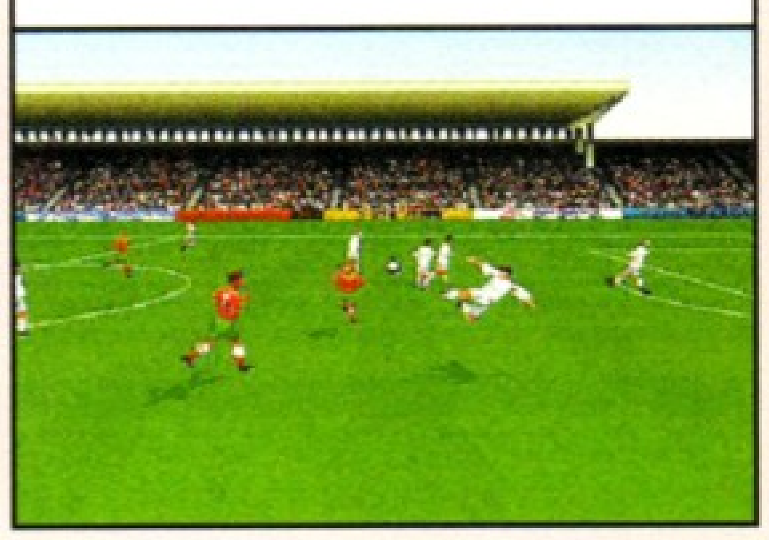
ENEMY ZERO

What Is It? It's the follow-up to D, from Japan's highest profile development house (after AM2), Warp. It's just come out in Japan too.
And What Happens Exactly? Enemy Zero is part full-motion video pre-rendered stuff, part real-time Alien Trilogy-style blaster.
A Big Hit? Perhaps. It got so much hype in Japan that in the end some people were disappointed, but it's still a solid enough game.



FIFA '97

Finally! Where Has it Been? EA concentrated all their efforts on getting the mass market PC and Sony versions out first.
Is it Worth the Wait? At the time of writing, we're still waiting to see the Saturn version of the game so we can't really say anything.
Just When Will You Know? EA promise us a lovely CD in time for the next issue - the game should be out in February sometime. So then we'll know.



FIGHTERS MEGAMIX

The Greatest Game Ever? Could be... In terms of depth and use of the Saturn's power, there's little to touch this genius game. It's just INCREDIBLE.
What's the Delay? The Japanese version is out now. Sega Europe are taking no chances with the PAL conversion. It will be stunning.
A 99% Review Mark Then? Here's the dilemma: VF2 is well worth 98% - STILL. But Fighters MegaMix is just a whole lot better.



JUDGEMENT FORCE

Core! Exactly. The programmers of Firestorm: ThunderHawk 2 unveil their full 3D Streets of Rage style game. Kind of like Die Hard Arcade.
And What About Die Hard Arcade? That's cool as well and out real soon. Judgement Force isn't due until Summer at the earliest, so it should be better.
So You've Seen It, Then? Certainly have and it's going to be really hot, as you would expect from the currently piping Core. Expect BIG things from this!



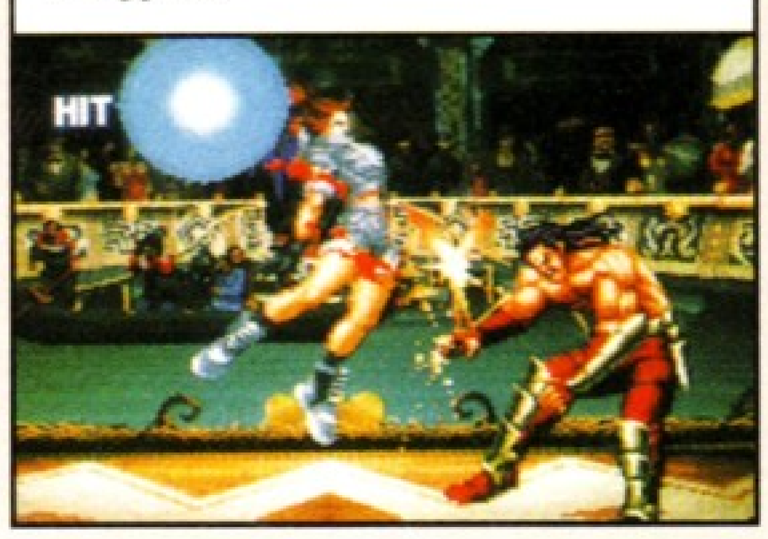
KING OF FIGHTERS 95

KoF 95 Released In '97? Indeed. SNK have sold the game for European consumption with Sega releasing it soon.
Better than Alpha 2? Not really, but SNK aim their games at the ultimate fight fans and they're well sorted with this game.
What Price The Cart? This CD/Cart combo game should hopefully by around the 40 mark. By the way, the music's just AMAZING!



KING OF FIGHTERS 96

KoF 96 Released In '97? In Japan definitely. The latest KoF installment is SNK's top game and is another CD/Cart combo.
What's New? SNK have refined their new perfect dynamics to new heights and introduced new teams. It was a huge arcade hit.
When's It Out? King of Fighters 96 is SNK's big January game in Japan. Don't expect a UK release this year what with KoF 95 out!



LAST BRONX

Better Than VF2? AM3's big fighting game is very popular, but in a different way to VF. It's more of a Tekken competitor really.
But I Want VF3! Last Bronx uses the basic Saturn to get the job done and will probably be stop-gap between MegaMix and VF3.
How Close Will It Be? The original AM3 team behind the coin-op promise us a near-perfect translation with just minor compromises.



FEATURE 1997 Starts with a BANG!

LETHAL ENFORCERS 1&2

It's a Joke, Surely? No, it's not actually. Konami join the current retro trend with a double pack of their notorious shooting games...

Notoriously Bad, You Mean? Well, the coin-ops weren't hot, but the current rumour is that this is running in the Saturn's hi-res mode...

Virtua Gun compatible? Any software to support the gun is welcome and Lethal Enforcers might find a niche with some fans.

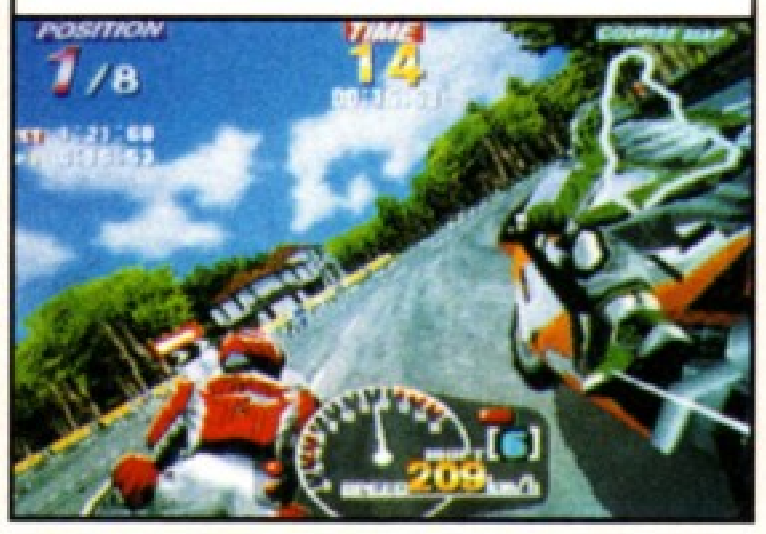


MANX TT SUPERBIKE

I Thought It Was A Hoax! Manx TT is in development as we speak and we'll have a full-on feature on the Saturn game soon. Real Soon.

Hi-Res At 60 Frames Per Second? That particular rumour is just that. An unfounded rumour. Manx will be impressive, though. 30fps, definitely.

What About Lastability? Sega really need to include more than the two tracks of the original, no matter how good it is.



MARVEL SUPER HEROES

Heads Up! My Spider-Sense Is Tingling! Spidey is joined by Captain America, Hulk, the X-Men and more in this fighting game.

A Marvel Frenzy? If this is just as close as X-Men was, this is going to be a massive hit. We've certainly waited long enough.

What about X-Men Versus SF? It will be interesting to see how Capcom cram two Marvel licensed releases into the same year...



MISTER BONES

I Haven't Seen Much On This... Mister Bones is a SegaSoft release from the people that brought us Three Dirty Dwarves. Hmmmm.

It Looks Great! There are two CDs packed with some lovely graphics plus an unintentionally hilarious intro, which also looks nice.

But? But Mister Bones definitely comes from the Dirty Dwarves school of gameplay. It's certainly not a hugely exciting game.



PROJECT OVERKILL

Doom In Isometric 3D? You could say that - Overkill has Doom's level of gore, but with some puzzle elements added to the action.

Konami Carnage, So To Speak. Uh-hu, you got it. This is another PlayStation release game out now, but still being coded for Saturn.

How Good Is It? Although not a major hit, the PlayStation game was most enjoyable and we should welcome the conversion.



QUAKE

Is It Really Coming Out? GT said yes, but now say no. Sega still say yes. Expect a major announcement sometime soon. We reckon a September release.

Can The Saturn Handle It? Check out Tomb Raider or Exhumed and you can see that if properly done, a version is very possible.

Saturn Exclusive? Again, no confirmation yet, but Sega would rule the roost if a game this BIG is locked out of Sony's reach. Ahahahahaha!



RESIDENT EVIL

So It's Coming To Saturn? Resident Evil 2 on PlayStation is Capcom's priority, but they say that they'd like to do a Saturn version at some point after RE2.

The First Game Or The Sequel? Again, Capcom haven't decided. Chances are a different quest with the RE name will emerge from their wonderlabs.

What Else Have Capcom Said? That they'd have problems doing a Saturn version. Perhaps someone should tell them about SGL 2.1...

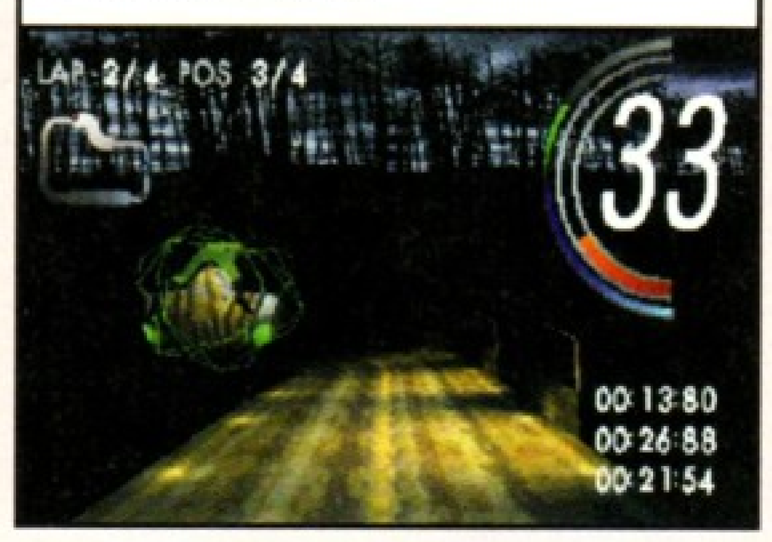


SCORCHER

When Will It Be OUT?!? Scorcher, like Amok, has been in development for years and we still haven't seen a finished, reviewable copy!

Technically Great? Running at 30fps with some amazing detail, Scorcher is a game that looks and feels utterly fantastic, but...

Yes? What? Gameplay has always been the issue right from the beginning. How this compares to say, WipEout 2097 remains to be seen.



SYNDICATE WARS

Bullfrog, Where Have You Been? Titles from the most celebrated of UK developers have been thin on the ground recently, but this should change soon...

But Syndicate Wars Is Coming Soon? A first quarter 1997 release if all goes to plan. A massive PC hit, this is just what Saturn needs.

A Big Feature Please! Rest assured, we are as keen as any one to see this particular game, so keep your eyes glued to SSM. Metaphorically, that is.



TEN PIN ALLEY

Bowling Is Boring. Historically, sure it is, but Electronic Arts are behind this one and they tell us that it is nothing short of ace.

And You Believe Them? Yeah, because it appears that Gray Matter (see Perfect Weapon) are doing this game and they're cool.

More Details Please? A simple sport embellished with great characters and super-playability by all accounts. More soon in this fine mag.

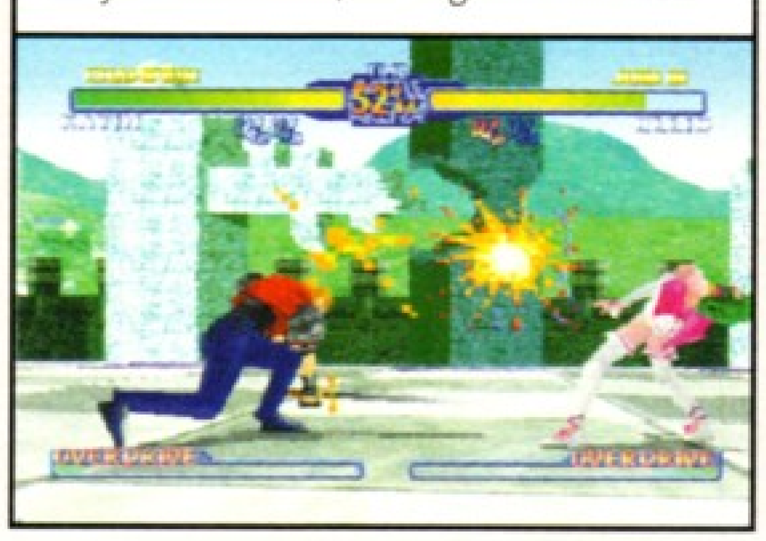


TOSHINDEN URA

Hi-Res At 60 Frames Per Second? The game is hi-res, certainly although the fighters aren't. 60 frames - I don't think so. See the review on page 64. Off the top of my head it gets 60% or so.

What's All This URA Business? URA is Ultimate Revenge Attack, a new brand of special move Takara have added to the basic game.

Best Toshinden Yet? Those in the know reckon it is, although if you're expecting major revelations, don't get too excited.



VIPER

Tunnel B2 Then? Not really, although this is the other Neon game from Ocean. Apparently Tunnel B2 is going to be a separate game!

It Looks Nice. It certainly does, thanks to Neon's engine which although PlayStation-optimised, looks pretty cool on Saturn.

What's It All About? Whereas Tunnel B1 was limited to the ground, Viper takes to the skies for some aerial conflagrations. Like the one below.



MORTAL KOMBAT TRILOGY

Not Another One... Afraid so. As a follow-up to UMK 3, this game features just about every Mortal Kombat character ever.
And What Else? Williams promise us new moves for all the characters, new fatalities and tons of backgrounds to look at.
And? Well, this looks like being the final MK game in two dimensions after which Williams explore 3D for Mortal Kombat 4.



NBA LIVE '97

More EA Sports? The range of sports games from the undisputed masters of the genre(s) continues, but they're still got lots of prove.
Such As? Recently, the presentation of EA Sports titles seems to have gone completely over the top. The games are still kind of cool...
But? Well, the actual in-game visuals seem a bit ropey compared to the Sony versions, which is not great. Hopefully NBA Live will still be good...



PANDEMONIUM

BMG's Crash Bandicoot? Although Sony's game was flashier, Pandemonium still did pretty well on PlayStation. Should be good.
It's Like What Exactly? Imagine Clockwork Knight, but with more exaggeration on the 3D backgrounds, and looser controls.
A Big Hit? If the time is spent using the Saturn's capabilities to their limits, this should be a creditable release. The PlayStation mags are raving over it...



PERFECT WEAPON

The Perfect Idea? Saturn has been lacking a Resident Evil style game. Take RE and add some martial arts action. This should be good.
Whodunit? Perfect Weapon is the creation of Gray Matter run by Chris Gray, the guy who invented Boulder Dash - a gaming classic.
Prospects? Electronic Arts seem quite excited about this one. With Chris Gray behind it, the brilliant (albeit borrowed) concept should shine...



SEGA TOURING CAR

Confirmed for Saturn? No news from Japan, but let's face facts: a Touring Car conversion is a virtual certainty for Saturn.
How Close Will It Be? Expect a conversion just as close as Sega Rally was. This is going to be a very important game indeed for Saturn owners.
So Who's Converting It? It's an in-house Sega project with rumours indicating that the piping hot Virtual On CS Team are doing it.



SHREDFEST

AKA FacePlant? This snowboarding game began life as a Megadrive game that never came out. Now EA have resurrected the concept.
Another EA PlayStation Port? In actual fact, ShredFest is being developed first on the Saturn, with other versions to follow. That sounds promising.
Road Rash On Ice? You could say that, although EA promise us that the gameplay is far more advanced over what Road Rash offered.



SOVIET STRIKE

The Delays Are Over? That's right. Soviet Strike is back on schedule and should be in the shops next month if all goes well.
Best Strike Yet? The PlayStation mags certainly think so, although some of the fluidity of the 16-bit games was lost in the new game.
Looks Spectacular... The extra development time should mean that the gameplay matches the looks. A full review is planned for next month.



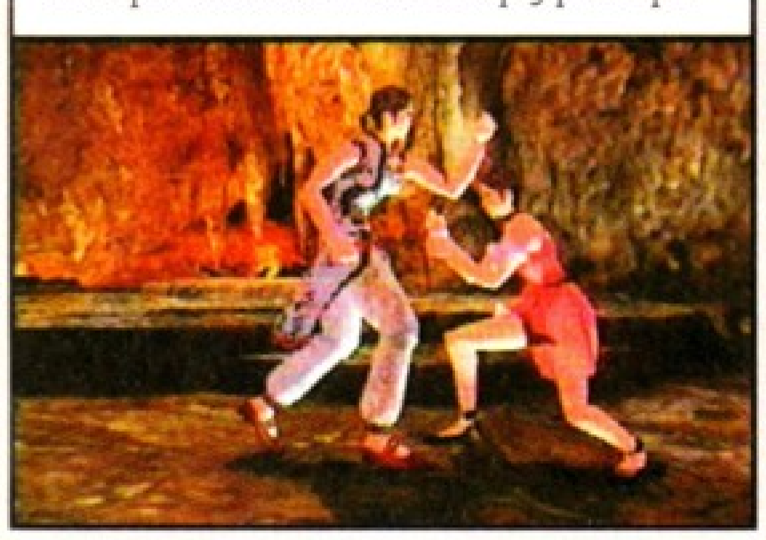
SUPER PUZZLE FIGHTER II X

Er, What's This All About? Ryu, Chun-Li and their pals gang up for a more cerebral battle this time in this Baku Baku clone, out now in Japan.
Any Fireballs? Dragon Punches? The dexterity of your blob-arranging determines which specials your on-screen character performs!
A Bit Radical For Capcom... Puzzle Fighter is actually excellent fun, building on what Baku Baku achieved. You can be Shin Gouki too!



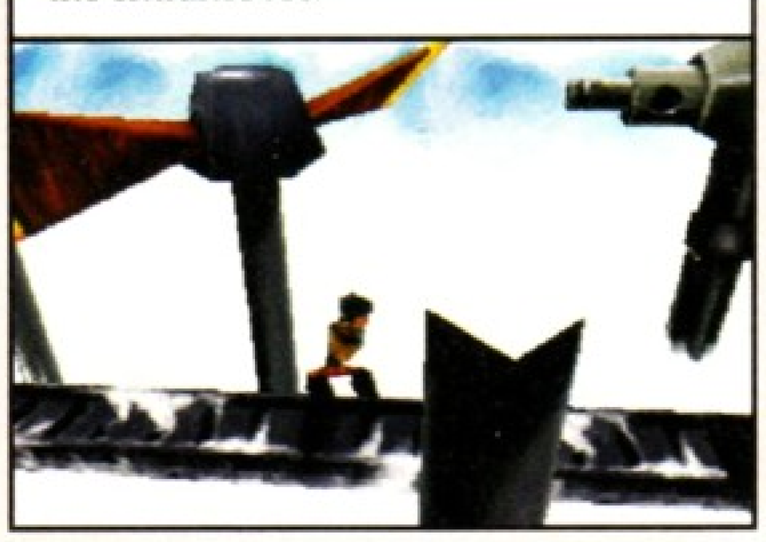
VIRTUA FIGHTER 3

The Big One. It certainly is. Virtua Fighter 3 is the game that we expect to revolutionise the Saturn's capabilities.
I Want It Now! So do we, but in meantime get your practise in on the imminent Fighters MegaMix, which has all the VF3 moves.
Costs A Packet? Even if a 3D accelerator cart is in the package, expect Sega to keep the price down so everyone upgrades. And then we can look forward to SuperCar and... Virtua Cop 3 perhaps?



WILD-9

Shiny Happy People? Dave Perry's California-based Shiny make their true 32-bit debut with this amazing looking platform game.
Excellent Animation Then? That's about right. If you though Earthworm Jim looked cool, just wait until you see this! It's 3D and eveything.
Another Platform Game, Though? Well, yes. But Shiny's entrance into the world of 3D should be more than worth the entrance fee.



X-MEN VS STREET FIGHTER

Capcom's Best Yet? Well, Marvel Super Heroes and Street Fighter Alpha 2 are just as cool, but for different reasons. This is a fine fighting game, though.
Another Fighting Game... Well, yes, but Capcom have introduced team-ups and extra characters to add further spice to the mix.
What About Memory? With four characters in memory, we fully expect this to be the first Capcom game to use an extra memory cart...

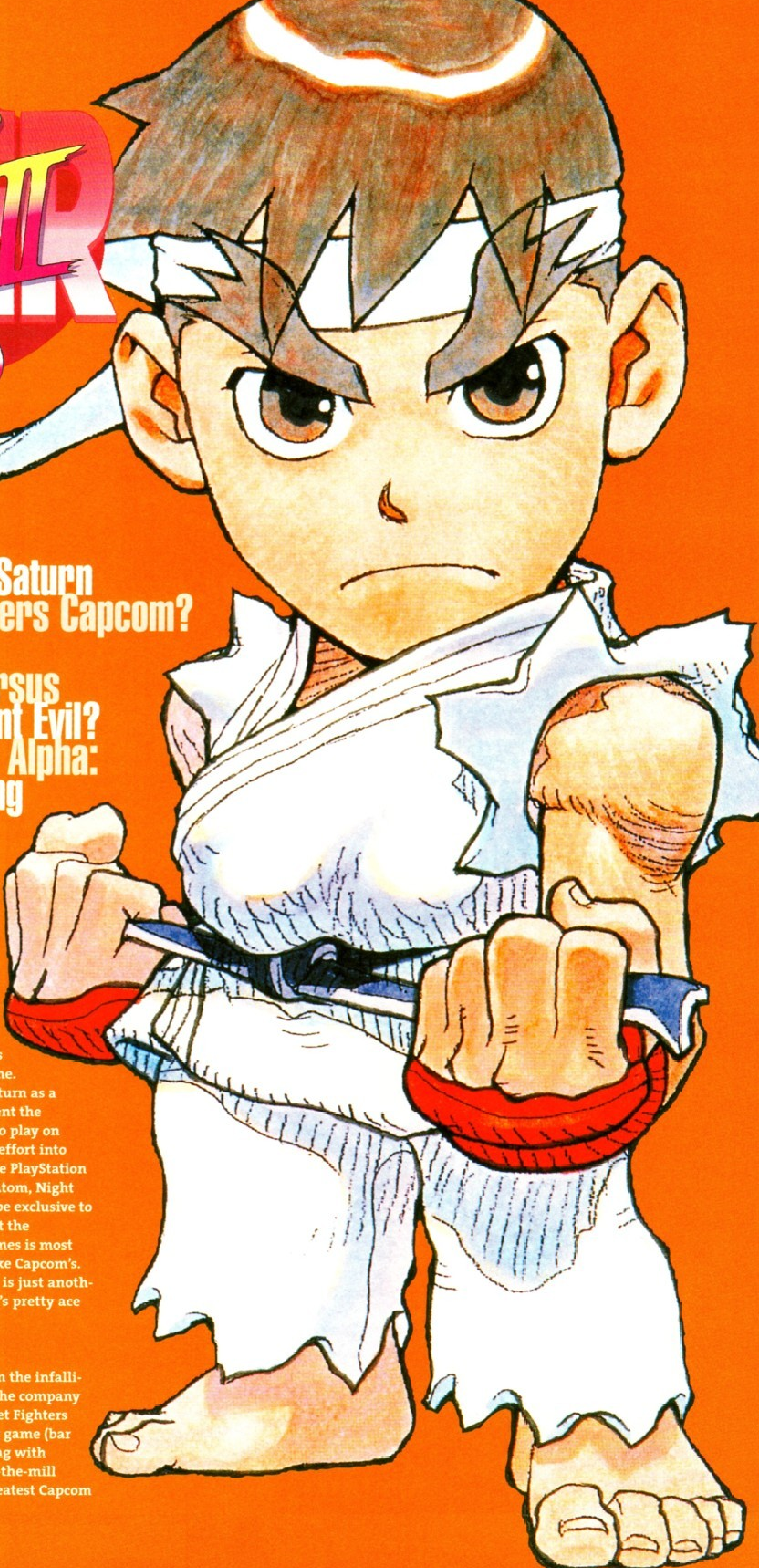


Z

Er, What Is It? Z is from the Bitmap Brothers, early 90s Amiga coding legends, making their Saturn debut with this class title.
What Is It? Imagine a more arcadey version of Command and Conquer and you've pretty much got what this is all about.
Prospects? The PC version was a hit (despite being released on the same day as Quake) and we fully expect this to do very well.



SUPER PUZZLE FIGHTER II TURBO



So... what's the latest Saturn triumph from 2D meisters Capcom? Marvel Super Heroes, perchance? X-Men Versus Street Fighter? Resident Evil? Super Street Fighter 2 Alpha: Hyper Champion Fighting Edition Zero? Er, no. It's weirder than that.

It might seem bizarre that Capcom's latest Saturn game is in actual fact a puzzle game given that the company are noted for some of the greatest fighting games EVER. However, in actual fact, it fits in perfectly with the Japanese giant's master scheme.

You see, in Japan at least, Capcom view the Saturn as a young gamer's machine. The same kids who frequent the arcades are by their reasoning the same people who play on their Saturns at home. That's why they put a lot of effort into their arcade conversions (arguably more than in the PlayStation equivalents). It's also why X-Men: Children of the Atom, Night Warriors and X-Men Versus Street Fighter seem to be exclusive to Saturn. It's all about target marketing. The fact that the PlayStation has yet to prove it can handle these games is most probably irrelevant to a company with resources like Capcom's.

That being the case, Super Puzzle Fighter II X is just another phase in Capcom's production schedule... and it's pretty ace fun too.

SHO RYU KEN!

The greatest thing about Capcom games (apart from the infallible game mechanics) has to be the characters that the company develops. I bet you can easily the names of the Street Fighters over and above the characters in any other fighting game (bar VF, perhaps). Thus Capcom have been pretty cunning with what Puzzle Fighter is all about. It's a pretty run-of-the-mill puzzle game, but it's got cutefied versions of the greatest Capcom



Here's Ken from Street Fighter Alpha. Cocky, self-confident and flashy.



Chun-Li's a Street Fighter staple and is a perfect character for this puzzler.



Capcom's SNK "tribute", Dan is in Puzzle Fighter, but not immediately accessible.



Already cute in Alpha 2, Sakura looks veryt cool indeed in Puzzle Fighter!

fighting heroes in yet. Yup, Ryu's back again!

But what's it all about? You don't exactly think of Shin Gouki sitting down at a table to humiliate Ryu (or whoever) by organising falling blocks into connecting shapes do you? Somehow I rather doubt that M Bison's feared Psycho power is derived from his colour-matching capabilities, dread though they probably are.

WE DON'T KNOW

The truth of the matter is, this is Vidogamesville and we have absolutely no idea just why the World Warriors and their pals have decided to settle their differences in a more cerebral fashion. Perhaps they need something to occupy their minds until Street Fighter III comes out?

The bottom line is that Super Puzzle Fighter II X is a brain-rending game of skill and cunning, which is effectively a remake of Baku Baku Animal, albeit one with some of the best presentation ever seen in the hotly contested field of Sega Saturn puzzle games.

The basic idea is that coloured blobs descend from the ceiling. Arrange them so like-coloured blobs line up and then connect your arrangement with a like-coloured circular blobs. After that the blobs disappear and the action continues. Substitute blobs with food and circular blobs with animals and you have AM3's Baku Baku, although this being Capcom we can expect a bit more. Well, a huge amount more really.

NEW KIDS ON THE BLOCKS

Before you get your head down and let the puzzle orgy commence, it's time to take a trip into familiar Capcom territory and choose which character you're going to adopt for the duration of the game. Principally, you get to choose from Street Fighter Alpha 2 and Night Warriors characters. So try some of the following for size: Ryu, Ken, Sakura, Chun-Li, Morrigan, Donovan or Felicia perhaps.

On-screen during the game the two protagonists face off and their antics in their little box directly correspond to what's going on in the two main puzzle screens. So if you unleash a mega chained combination strike, you can expect something pretty similar to be happening with the kids-style manga characters in the centre of the screen. You can even see your favourite character pull off their trademark special moves and Super Combos.

This being Capcom though, you can expect to see some special guests from their hallowed halls of videogames lore. The question, "Can I be Shin Gouki?" (copyright Phil Dawson) nor-



Here we are at the character select screen, home of the most popular Street Fighter Alpha and Night Warriors battlers. I'm going to be Ken.



Let the blob arranging frenzy begin – now! Arrange up the blobs into coloured strips and you're pretty much moving in the right direction.



Get one of the power-up blobs and match it up correctly to see your fighter pull off an awesome move! Here's Ken's flaming dragon prevails!



Ignore the Japanese text – it won't be in the UK version. Suffice to say that Ken has emerged victorious, so you get a pretty macho pose of him to look at. Lovely.

By bringing their fighting masters to a puzzle game Capcom have once again done good, making their puzzler more accessible than others.



If you pull off a particularly awesome chain of attacks, your opponent's hopelessly overwhelmed. And you get a brilliant Super Move to watch!



The Demo Mode shows off how big chains and combinations provoke awesome special moves. It's ace!



Felicia, the near-naked catwoman from DarkStalkers – in new, kids edition stylee!



Morrigan from DarkStalkers is an essential part of the Puzzle Fighter cast!



Donovan is DarkStalkers' Ryu-style character and again, he's in Puzzle Fighter!



Lei-Lei brings her own element of weirdness to the puzzle game!



Ryu from Street Fighter takes on his equivalent character from DarkStalkers – Donovan! The latter character is poised for victory here as the blocks stack up on Ryu's side.



A somewhat improbable bit of blob arrangement from the demo shows off Chun-Li's fireball, which annihilates the opposition in style!



A rather cunning series of Blob combinations results in a great-looking cat-based special move from DarkStalkers babe, Felicia.



Things look bad for Ryu here, but one key power blob could make all of the difference, considering the devious arrangement he's got there.

mally reserved for Alpha 2 play would seem to apply equally to Puzzle Fighter!

SPECIAL TECHNIQUES - HO!

Take a look at the Puzzle Fighter manual and you can see that each character has been assigned an intricate colour structure. Assemble this and you can be guaranteed that some unspeakable, puzzle-based terror is bound to be unleashed upon your opponent. Some of the arrangements are very to construct, others quite difficult, but really it all depends on the luck of the draw as the blobs descend. All of them are pretty easy to remember though, so skill is the premium as opposed to super-memory powers.

AND AWAAAAY WE GO...

Super Puzzle Fighter II X is similar to Tetris in that in theory the game is never-ending. The object is to take part in one-on-one blob-fuelled battles to the death (or as close to death as a Capcom character can get without some get-out clause meaning that they can appear in the next fighting game).

The only other addition to the mix over and above what the various characters can do concerns the effects that a particularly effective chain has on your opponent's chances. Depending on your success, your foe's screen is infested with booby blocks that impede their progress. So, nothing new or fancy there you say.

Well, no. These blocks are all equipped with timers. If you can get rid of some of your own blobs adjacent to the enemy ones before the timer goes off, they're out of your hair. If you don't manage it though, they're a lot more difficult to shift. The timer starts from five and descends to zero, but don't worry, you get significantly more time than just five seconds.

The game's over when the in-rush of blobs overcomes your ability to get rid of them, that is when they reach the top of the screen.

A UK RELEASE, THEN?

Super Puzzle Fighter II X, like all Capcom games, is being handled in this country by the fine fellows over at Virgin Interactive Entertainment. They've done an ace job in bringing Street Fighter Alpha and what-have-you to us in the UK in the past, so there's every opportunity that even a niche-interest product like Puzzle Fighter II X will find a home in your, well, home. At the moment, information such as "price" or better still "release date" is not at our disposal. We reckon that for a game like this, Virgin should take a leaf out of Acclaim's book and give the title a pseudo-budget release. If Acclaim can release Bust-A-Move 2 for 29.99 (and indeed Interplay are peddling Tempest 2000 for 24.99), there's no reason why Puzzle Fighter shouldn't come in at an equal-ish price point. Expect news updates and more details in the next SEGA SATURN MAGAZINE.

Similar in execution to the great Baku Baku, Puzzle Fighter could well be the best, most exciting puzzle game on the Saturn – and it's up against some pretty tough competition!

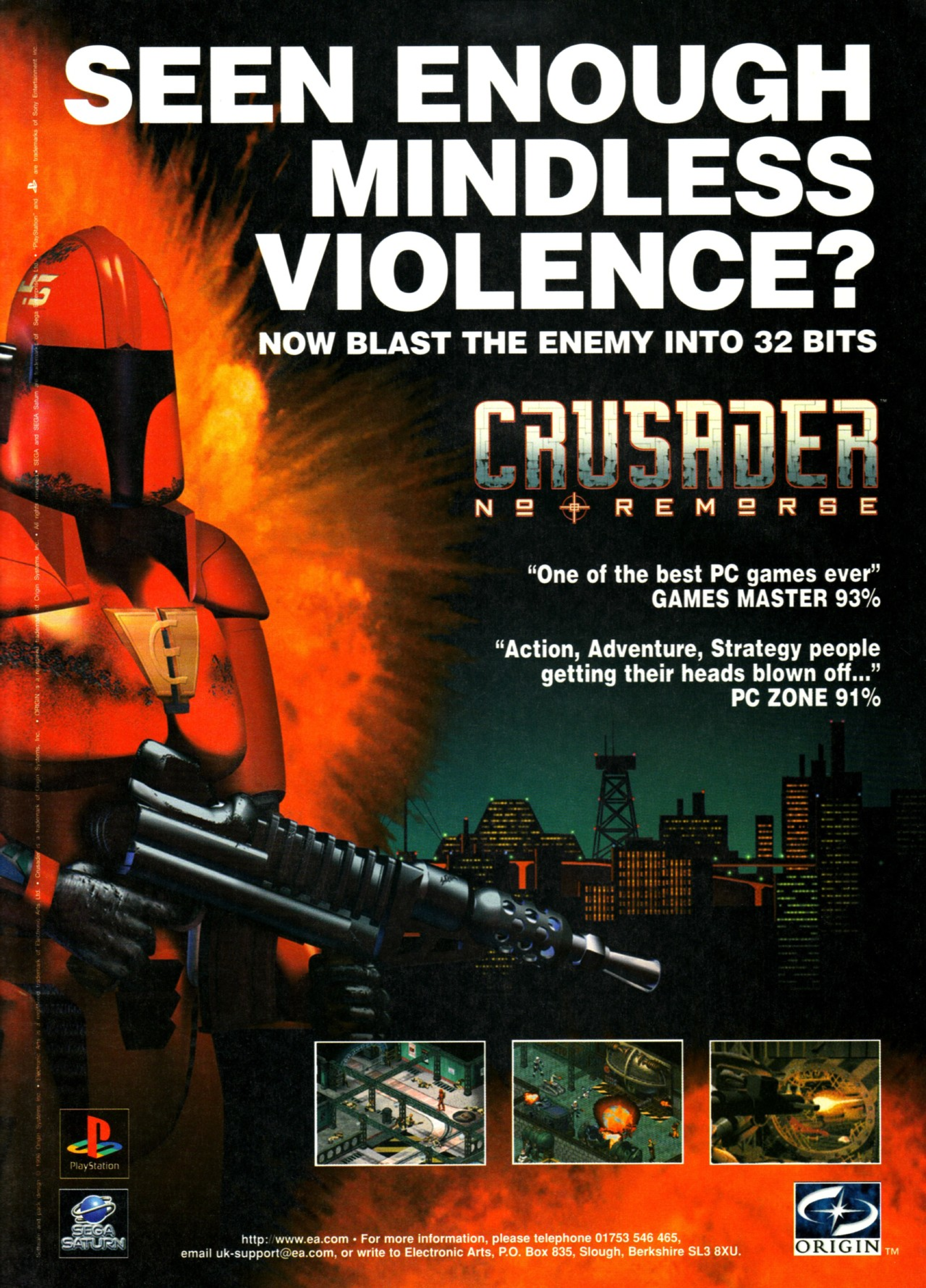








Combining Street Fighter's numerous special moves with the brain-rending appeal of the puzzle game, Capcom are on to a winner!



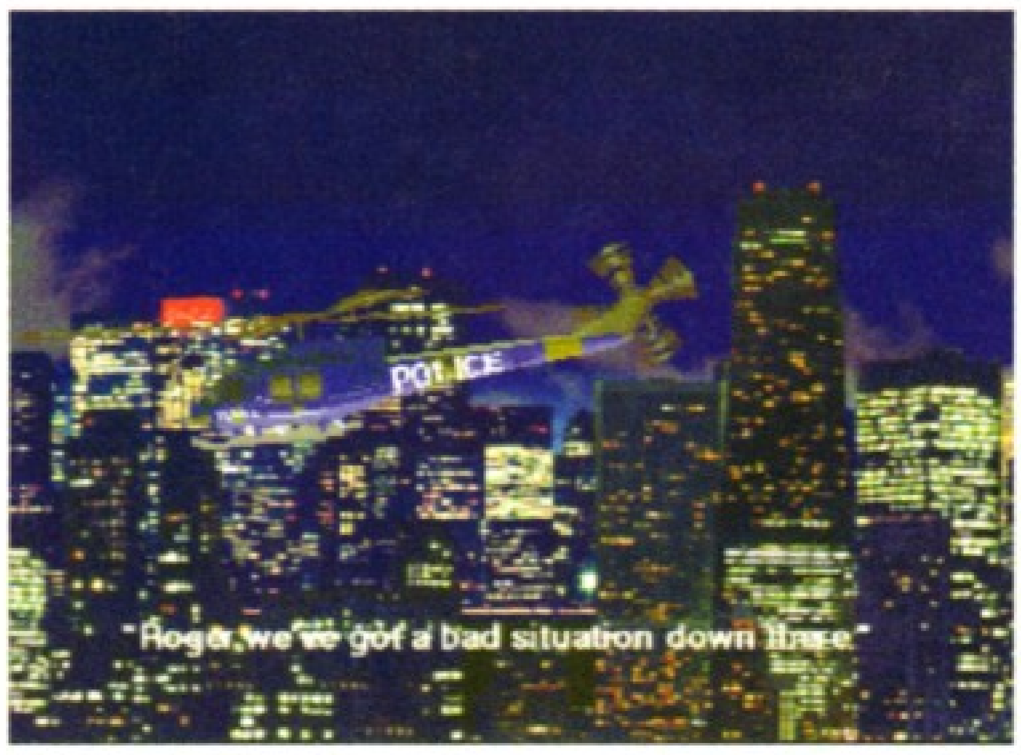
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NOW BLAST THE ENEMY INTO 32 BITS
CRUSADER
NO REMORSE
"One of the best PC games ever"
GAMES MASTER 93%
"Action, Adventure, Strategy people getting their heads blown off..."
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PREVIEW

DIE HARD ARCADE

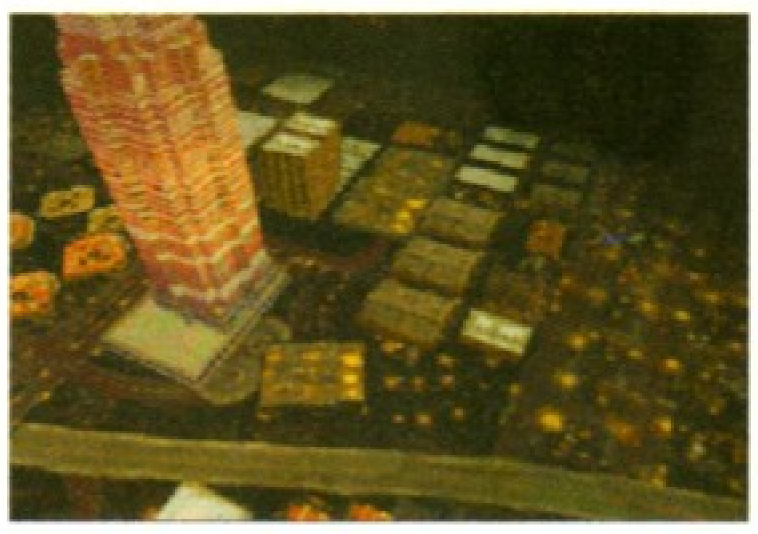
What's this? Another Die Hard game on the Saturn? Could this be the wrong game in the wrong place at the wrong time? Or not? Hmm. Well, it's"not" actually. This is one cooool game!

BY	SEGA
PRICE	TBA
STYLE	BEAT 'EM UP
RELEASE	FEBRUARY











Some intro action. Bad guys take over this skyscraper, right, and then the Die Hard guys turn up for a rumble.

THE SUB GAME

Selecting the Deep Scan option from the title screen takes you to an authentic recreation of the Sega coin-op of the same name which dates from 1979! In the game you control a battleship that patrols the top of the screen while submarines glide beneath at different speeds and depths. The idea is to use your depth charges to destroy as many subs as possible while dodging the mines that the subs send floating up toward you. Success is all down to timing, and though Deep Scan looks simple enough it's a surprisingly entertaining game. But Deep Scan is more than some fripperous aside included for the benefit of nostalgia fiends. Skilful play here is rewarded with extra credits in Die Hard Arcade, so if you're having trouble getting through the main game you can have a few goes at Deep Scan first, rack up some creds and then get stuck into the fighting action. Pretty good, eh?



Arcade punters who have had themselves prised off Virtua Fighter 3 by the big kids from The Estate may well have found themselves seated before a less well-attended, but nonetheless entertaining Sega beat-'em-up adventure – the one they call Die Hard Arcade.



Die Hard Arcade was programmed by the AM1 team for Sega's Titan arcade hardware. The clued-up among you will already be aware that AM1 is the same team that produced Golden Axe: The Duel and the awesome Virtua Fighter Remix on the Saturn. The doubly clued-up among you will also know that, apart from boosted sound hardware and more onboard VRAM, the Titan board is essentially a Saturn in an arcade cabinet. So... Acclaimed programmers of Saturn games... Arcade game that is practically running on a Saturn already... It was only a matter of time before Sega released a pixel-perfect Saturn version of Die Hard Arcade. And so... they are! Lovers of Bruce Willis – and that includes YOU, Demi Moore! – may be disap-



You don't wanna go for a leak with the Die Hard guys about...



Now... who left an anti-tank gun in this latrine?

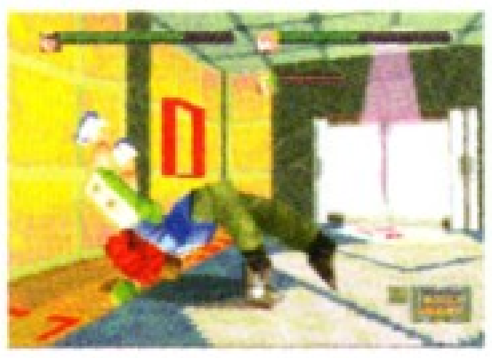




Shades of True Lies in this mens' room brawl.



It's a throw scenario here as a bad guy gets it.



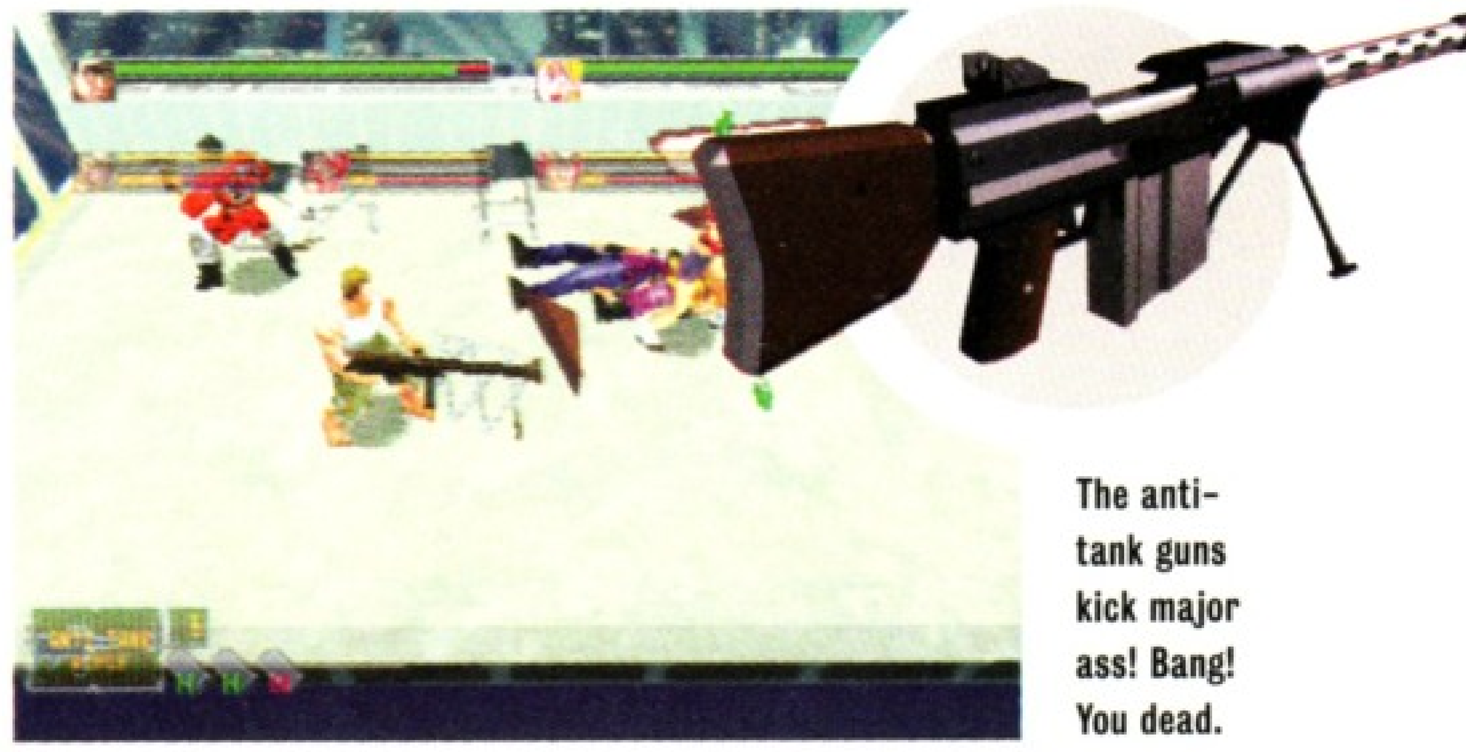
The same throw is used to despatch a meanie later.



The pounce attack decks your opponent, leaving you to smack hell out of them.



You can arrest people when carrying a handgun! Cool.



The anti-tank guns kick major ass! Bang! You dead.



The sub-machine guns take out bad guys in a thrice!



The rocket launcher is explosive fun for all of the family.



A straight kick to the 'nads results in a broken spring noise!



Kick 'em in the nuts and watch them jump around in agony!



The president's daughter (inset). Violent cops in all pics.

After a successful tour of duty in the arcades, Die Hard strikes Saturn in an arcade perfect translation!

pointed to learn that the balding hero is nowhere to be found in Die Hard Arcade. In fact, this isn't a John McClane adventure at all. In FA-ACT, in Japan, Die Hard Arcade is known as Dynamite Detective and has no official Die Hard connections whatsoever. To make the game more marketable in the US and Europe Sega got hold of a Die Hard licence from 20th Century Fox — completely separate from the one that Electronic Arts are using for their Die Hard Trilogy — and thus was the game changed to distract the innocent.

Name-switching shenanigans notwithstanding, it's fairly obvious that the game's designers were heavily influenced by the first Die Hard movie. Die Hard Arcade is set inside a Nakatomi Plaza-style luxury tower block which has been taken over by a gang of terrorists on New Year's Eve. The terrorists are holding 30 people captive, including the daughter of the American President, while they try to break into the company vault and steal millions of dollars.

A SWAT team is sent in to clear out the bad guys but when they attempt to land on the roof of the building the terrorists are lying in wait. The police helicopter is blasted out of the sky and only two officers survive the crash. They leap over the side of the building and on to an emergency exit gangway which leads to a service level on the roof of the building.

From here, they have to work their way through the building to find the Mr Big who is running the show. But Mr Big (not his real name) has many surly minions, all of them skilled with their fists and various firearms. Fortunately our two cop-shaped heroes are no slouches either, and they're never ones to shy away from a bit of police brutality.

Thus is the stage set for a game that has entertaining gameplay reminiscent of that old Megadrive classic, Streets of Rage, but with saucy Saturn-powered, texture-mapped 3-D graphics. Yippee-kai-yay, mother-scratcher!

Though Die Hard Arcade is more of a plot-based fighting game than a full-on martial arts simulation like, say, Fighting Vipers or Virtua Fighter, there are still plenty of fighting techniques to master. The three control buttons give you basic punching, kicking and jumping facilities, but there are numerous combinations you can learn which activate special manoeuvres. Some are reminiscent of Virtua Fighter PPPK combos, but there are other sequential moves you can do. For example, jumping towards your opponent, >>

3D STEADYCAM ACTION!

Streets of Rage was a great game, but let's face facts: with the Saturn's 3D power at your disposal, there's far more potential for some amazing graphics. Potential which Die Hard Arcade explores in gratuitous detail. At convenient points in the game, the action zooms in to show some ace moves. For example, if there's one meanie left and you're tackling him you get some of an extreme close-up, showing you finishing off the opponent. Similarly, once you've licked the final foe of the stage, the action zooms right on in his body as it mysteriously dematerialises!











CUT-SCENE!

The cut-scenes in Die Hard Arcade are marvellous and show the maniac madman proceeding with his plans to rob the safe of the company president who owns the building in which the whole game is set. Here, huge amounts of polygons are spent on depicting the villains of the piece (as well as the president's daughter who's hiding in the drawer of his enormous desk). As well as busting open the safe (thanks to a nearby associate) he also spends his time demanding your death. Or something like that.





then jabbing the punch button while in mid-air brings you down on him fist-first. Other moves work by using the D-pad as well as the buttons. Push down and kick, for example, and you can deliver a series of almighty blows to a foe's groin, leaving them hopping around the room clutching their family jewels in agony. Mmm — nice!

More spectacular moves are available if you can get up close to your opponents and actually start grappling with them. A couple of punches, then a quick D-button and punch or kick combination and you'll be pulling off stamina-busting suplexes, backdrops and pile-drivers. Sometimes you can even throw the bad guy to the floor and start knuckling into their law-breaking faces, but if you're not careful they can throw you off and then the tables are turned! If you happen to be carrying a gun, you can whip it out during close combat and jab it between your opponent's ribs. Watch in satisfaction as he or she gives up the fight immediately and drops to the floor so that you can cuff them and dispatch them to the Stateville Prison!



Die Hard Arcade's action is mostly based on brutal fisticuffery, but there are also numerous weapons to be found to aid you in your fight against crime. The 9mm automatic pistol and machine guns are the commonest firearms you'll find in the game, but the terrorists have also brought along a wide selection of more powerful shooters — throw them a couple of punches and they might drop them for you. The anti-tank gun is always good for clearing a crowded room, and the rocket launcher has an irresistibly devastating effect on all flesh-based foes!

You can use just about anything that comes to hand as a weapon, though. There are lead pipes, broken bottles and knives, and in certain rooms you can even grab pieces of furniture and hurl them at your opponents to knock them down — how many other games let you deck your foes with an antique grandfather clock? There are also

Running super-smooth at 30 frames per second Die Hard Arcade is a great fighting experience.







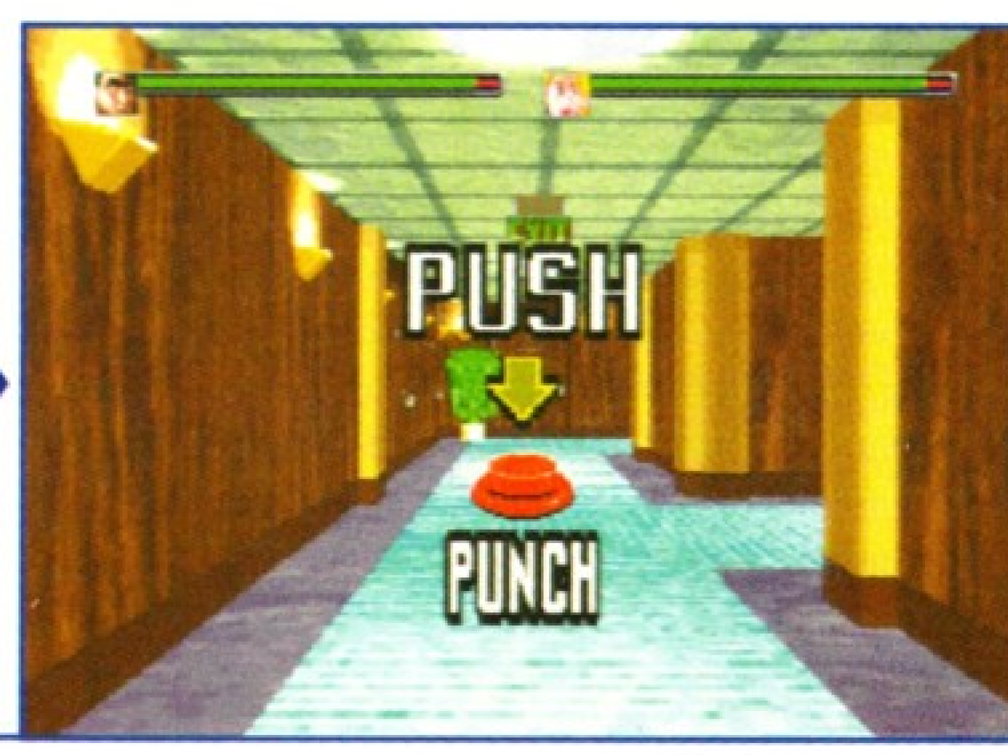
This masked marvel shows up mid-game and is probably one of the game's tougher opponents before the end-boss frivolities.

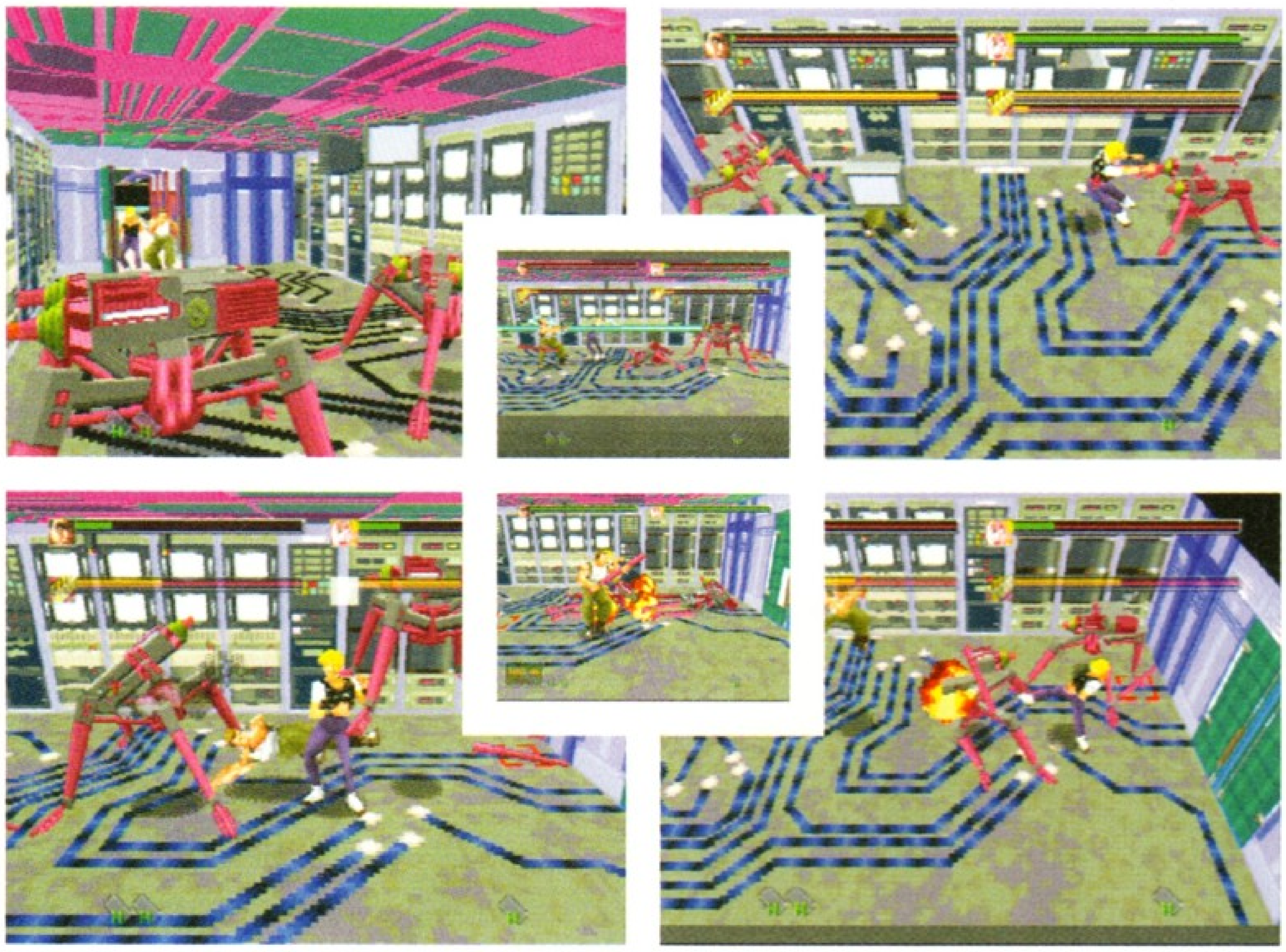
It's that masked bloke again... and he's got our hero by the scruff of the neck. Boo! Quick, get him! Now!

CROSS-STAGE RUNNING ABOUT

Between the various stages of Streets of Rage style action, we catch sight of our heroes running through the corridors of the building. Usually you've got to press one of the three major buttons quickly in order to take out a meanie lying in wait, or to avoid some kind of incoming disaster by jumping out of the way. It's all very easy but it really helps to break up the action and provides some kind of amusement as you get some ace replays after the event to show off how cool you are. Should you fail by pressing the wrong button (or worse still, no button!), you're left to clean up the mess. So, if you miss your opponent, it's back to the Streets of Rage style scenario to finish him off, before moving on.







What do you mean, there weren't any killer robots in Die Hard?!? Well, there are now. Break off their legs and smack 'em!

CLIMB! CLIMB YOU FOOLS!

One of the sub-games in Die Hard Arcade involves our heroes climbing a bloody huge ladder. There's little to actually do here since the climbing is done for you. Occasionally large arrows appear on-screen, telling you to jump from one ladder to the other before impending doom strikes. So it would appear that the Die Hard heroes are employing some kind of Spider-Sense to warn them of danger. Either that, or they're looking up for most of the time.





The range of weapons on offer is most impressive indeed including the likes of guns, knives, poles and golf clubs!

anti-attacker aerosols which reduce any foe to a spluttering wreck, but if you happen to have found a cigarette lighter you can combine both items and — hey presto! — a home-made flame-thrower!

The battles in Die Hard Arcade are all set in specific locations around the tower, but connecting each section of the game there are cut-scenes in which you see the heroes racing through the building on their way to their next fight. These sections aren't just for scene-setting, though — they're actually reaction tests.



As you're legging it around the corridors you might be about to run into a bunch of terrorists coming through a door ahead of you. A message appears telling you to press punch or kick or jump. Follow the instruction in good time and you flatten the whole bunch of thugs in one fell swoop, but if you act too slowly you lose the advantage and have to fight them hand-to-hand in the usual fashion.

There are similar situations further on in the game, in which you have to dodge speeding fire trucks, lifts in a lift shaft, and enemy rockets. Slow reactions here result in both players taking heavy damage — so pay attention!

Though we at SSM hadn't really paid the Die Hard Arcade coin-op much attention of late, we must admit that playing an early version of this perfect port-over conversion has rekindled our interest in the game. Though it's notably lacking in authentic Die Hard ambience, the exploration/battle-based gameplay makes a pleasant change from the kind of one-on-one fighting action we've become used to over the past months.

The only possible concern we might have is with the game's lastability. Anyone who has played the arcade game may well have found that they could get through the whole game with only a few quid's-worth of credits. Will the finished game have what enough content to make Saturn owners pay £40-or more for the disc? Stay with us and you'll find out in the forthcoming, definitive Sega Saturn Magazine review!



More robot action in the top two pictures here. One of the first fighting arenas is shown in the bottom pictures.



SOVIET STRIKE

A couple of months later than promised - it's true. However, Soviet Strike is now complete and ready for action on Sega Saturn! Check out these Saturn pics!

BY	ELECTRONIC ARTS
PRICE	TBA
STYLE	3D SHOOTING
RELEASE	FEBRUARY

NOW WITH FMV

To assist in unveiling the plot and keeping you up to date with what is going on in the battle field Soviet Strike incorporates some excellent Command and Conquer style FMV, featuring lots of over the top American actors wanting to kick some Commie butt. Or something like that. You'll find they usually intersect the game to tell you of what your missions and sub missions are all about.









The words "imminent death" spring to mind as another rocket connects.





A lot is expected of Soviet Strike, given that its three predecessors are among some of the finest games in 16 bit history. Desert Strike was a classic shamelessly cashing in on the Gulf War conflict. The sequel, Jungle Strike, utilised the same formula and chucked in some different vehicles too, whereas Urban Strike took the action to the concrete jungle of Washington DC. What made these games so great was the compulsive nature of the gameplay with varied levels containing simple mission structure and su-tasks. So it must have been a real challenge for EA to continue such a fine series on the 32-bit consoles, combining the best aspects of the previous Strikes but with superior visuals and more involved gameplay.



The scenario for the premiere 32-bit outing of this series is set in the Soviet Union probably due to a lack of alternatives. If you think about it there's really only Bosnia and Russia to choose from and with things being slightly complex in Bosnia at the moment they really didn't have much choice but to go with Russia. It's a bit of a shame really, I mean wouldn't it be great to be single handedly responsible for solving the problems in Bosnia in your little Apache helicopter? It's an opportunity wasted if you ask me.

However we're not starting World War 3 here, instead we're averting it as your task is to prevent Russian rebels from starting a war with the West. This is revealed throughout the course of the game with some excellent Command and Conquer style FMV which interrupts the game from time to time as you receive messages from your various contacts.

The graphics of the game combine elements of new and old. The fully rendered backgrounds provide a very realistic and detailed terrain which looks quite superb. The standard overhead view that will be familiar to fans of the preceding games has been retained, with EA sensibly deciding not to go for the obvious in-the-cockpit blast fest. However a new variation of the overhead view has been added to the game with the screen rotating

Soviet Strike combines the best aspects of the previous Strikes with superior visuals and more involved gameplay.



This is your base so try not to blow it up.



Shoot the little men 'cos they've got bazookas.



You can be pretty sure this isn't your base as that is not the American flag flying outside. So try blowing it up.



SIDEWINDER SLEEPS TONIGHT

Not content with equipping your Apache helicopter with the normal three weapons of mass destruction, machine gun, rockets and missiles, you now have a fair few sidewinders to unleash upon the Commies which are more powerful than any of your other weapons. But don't use them all at once because you haven't got that many.



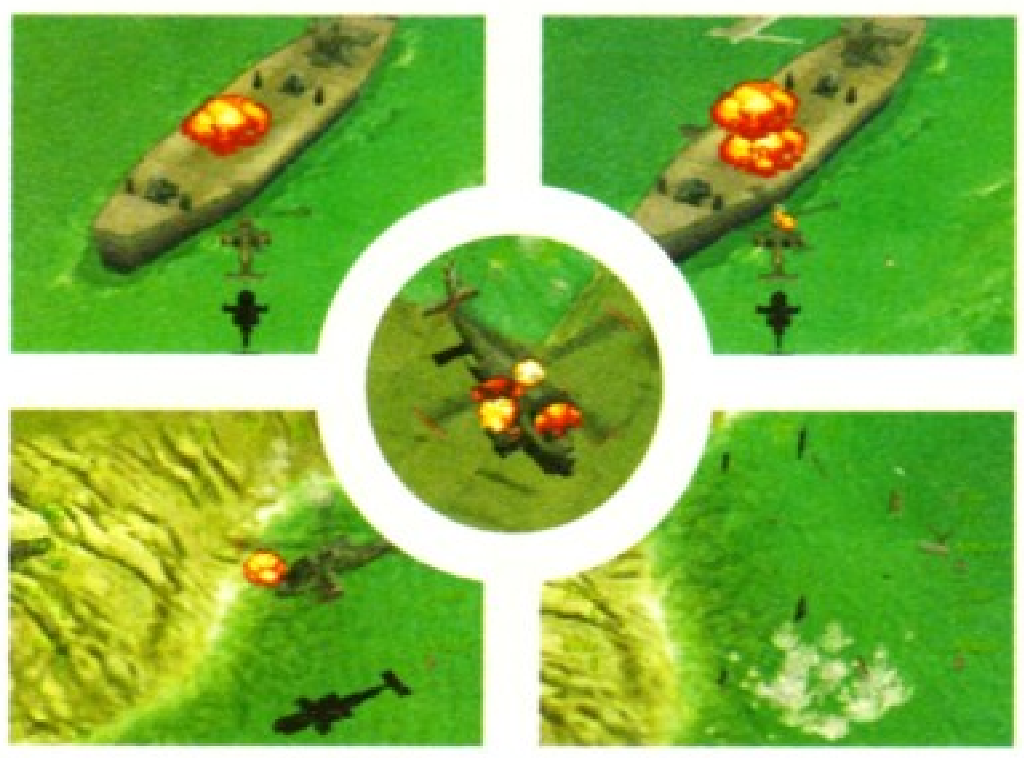




This is the aircraft carrier where you start your mission.



The air above the sea is getting crowded with Commie choppers.



Getting blown up may look spectacular but it's not very helpful.





The lakes are all frozen so they use snow-mobiles to get about.



Another potentially life threatening situation for the crew.



The tanks now have better AI meaning they pose more of a lethal threat than previously.



By blowing up the bridges you can stop the tanks from crossing them.

around the helicopter when you turn as opposed to the the screen remaining still with the helicopter turning around. The new view has not just been added for cosmetic reasons though as it does serve a purpose, specifically as it comes in handy when shooting enemies as you are always shooting directly in front of you so targeting becomes a lot easier.

However what we all want to know is, does the gameplay survive the transition to the 32-bit consoles? And is it as good as the PlayStation version? Well from the unfinished version I've played it's looking as though it's survived quite well. The missions appear to be well structured and varied with sub-missions popping up now and again in a much more random way to what they had done previously. These often involve rescuing the inevitable hostages or retrieving your co-pilot and now have more significance as how you complete them effects the outcome of the game.

The artificial intelligence of enemies has been greatly enhanced so they aren't purely dumb drones any more and take a much more active role in the proceedings making them a tad more difficult to defeat. The weapons on your trusty Apache helicopter have been slightly upgraded to assist you in coping with the nuclear threat. Besides the standard machine gun, rockets and missiles you are now equipped with sidewinders which have a much more devastating effect than the other less powerful weapons. We must not forget of course that whilst dealing with the various missions it is also imperative to find fuel, ammo and armour repair if you are to last the distance. These are scattered about all over the place and in the later levels are few and far between.

The big question is, is this game really worthy to carry on the distinguished Strike name? Does the game concept match up to the lovely visuals. Well, the game is just a couple of weeks from completion now, so expect the full review in the next issue of this fine magazine.

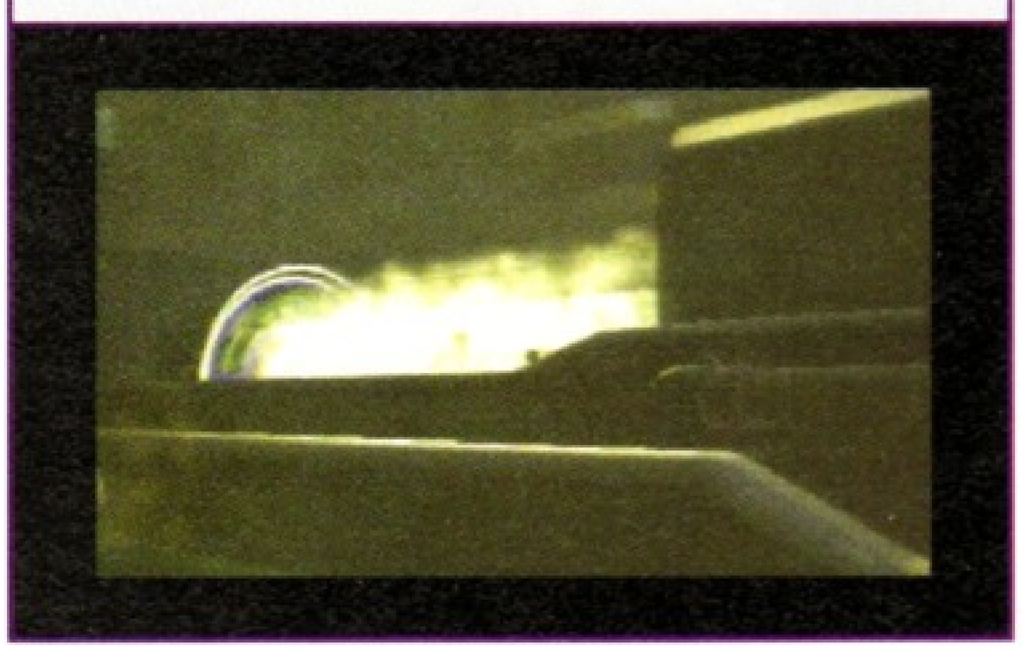
ENEMY ZERO

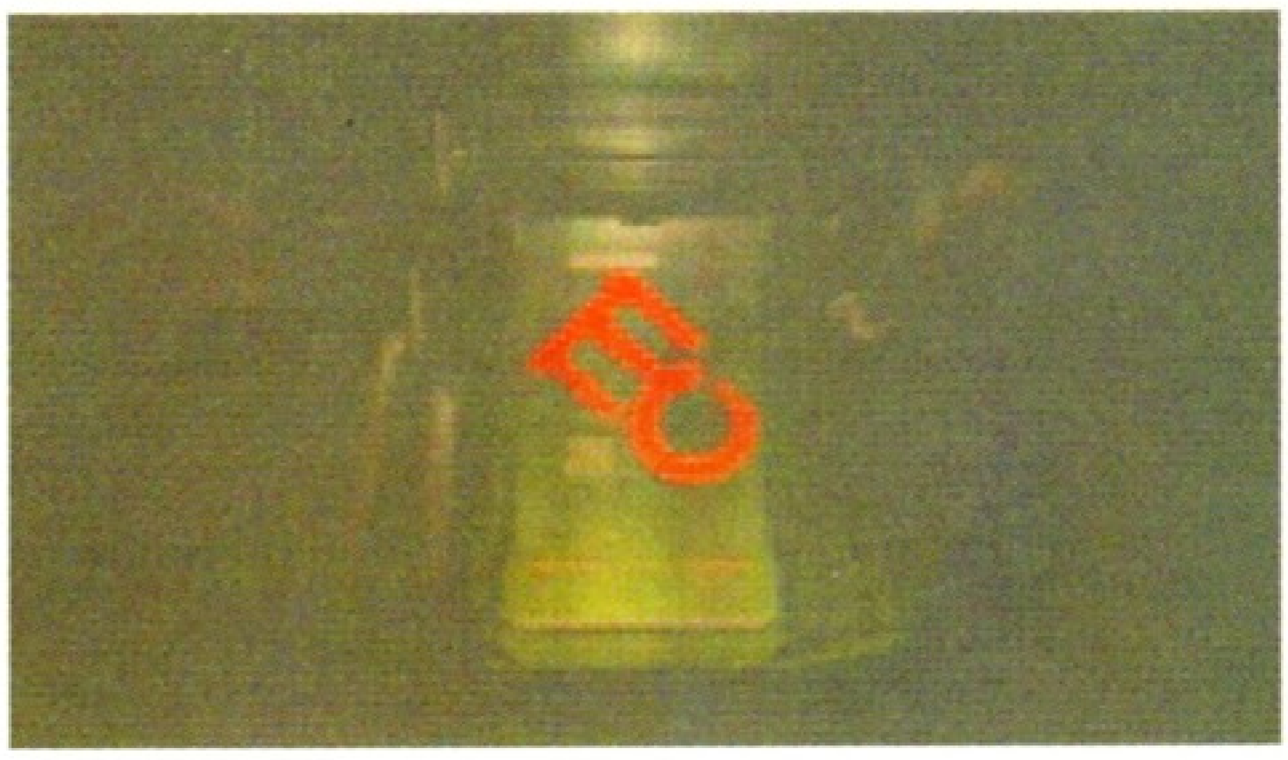
For the older (or should I say "more mature") gamesplayer who like their games to involve more than beating an opponent to a pulp or driving around endlessly, here comes Enemy Zero, a thinking man's game if ever there was one.

BY	WARP/ACCLAIM
PRICE	TBA
STYLE	ADVENTURE
RELEASE	TBA

IT'S IN WIDE SCREEN

That's right, Enemy Zero comes in wide screen, or in other words there is huge black boarders at the top and bottom making the actual playing window very small. I just hope nobody is thinking of playing this on a portable television otherwise you could well find yourself suffering from severe eye strain.



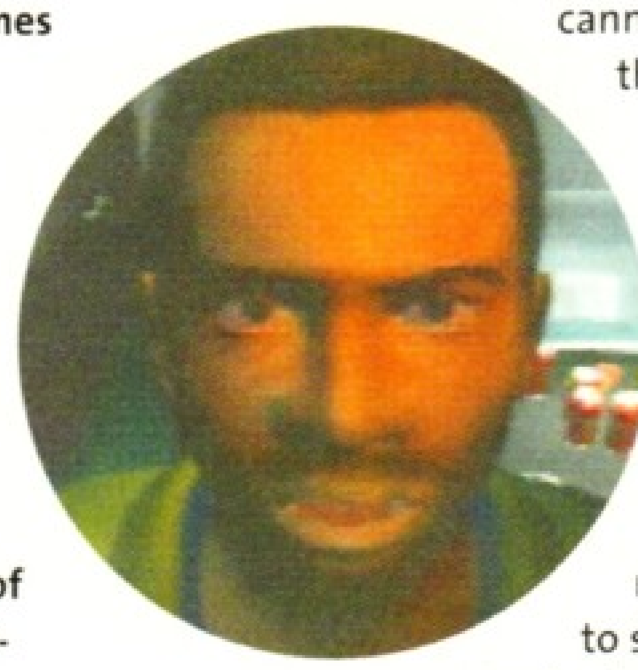




There's actually a pack variant of Enemy Zero that you can buy (but not here) that costs £2,000! For the money you get an ultra-exclusive pack, plus a visitation from the head of Warp - creators of EO. We kid you not.

Adventure game fans are pretty well catered for at the moment on the Saturn with several top titles currently available, among them the utterly fantastic Tomb Raider. So for those of you who like to use their brains whilst playing a game here comes another one from the makers of the pretty successful D. It's called Enemy Zero and it will have adventure game fans dying with anticipation until they can get their sweaty little hands on it. Why you ask, well because it has cool CG graphics and a wealth of puzzles for you to solve, not to mention bucket loads of murder, a fair bit of mystery and a touch of intrigue. But will it live up to the standards set by its predecessor?

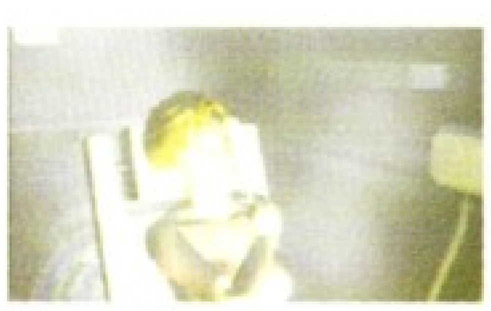
As ever there is a story behind the game which unfolds as you begin to play. A space ship is hit by an impact on its way back to Earth carrying a crew of seven who are all in a cold sleep. One by one the crew begin to awake but they're not alone. If they were it would be a bit of a boring game really. There's something else on the ship which rips doors open with ease and can crush beer cans on its forehead.



Naturally it's caught on camera only its image cannot be seen and - horror of horrors - there's more than one of them. As the main character Laura awakens from her sleep she's a bit dazed and has temporary memory loss. She instinctively tries to contact the other crew members on the video phone but it has been damaged by the impact. She gets an image on the screen but no sound. There's a man and he looks terrified, he's trying to say something but Laura can't make out what. Suddenly Laura has the feeling there is something in this blokes room as he started panicking and picks up a gun and starts firing indiscriminately around his room. Just for a moment Laura caught a glimpse of it as it reacted to the pain. Alas





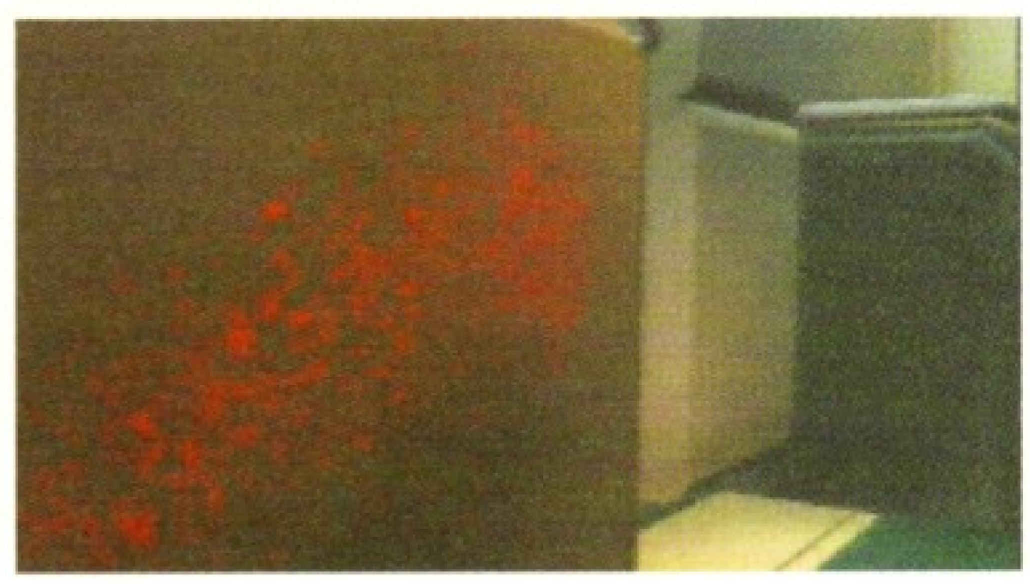




The stunning sequence of Laura's awakening from stasis here.

From the creators of D comes this long-awaited arcade adventure, with horror, suspense and thrills!







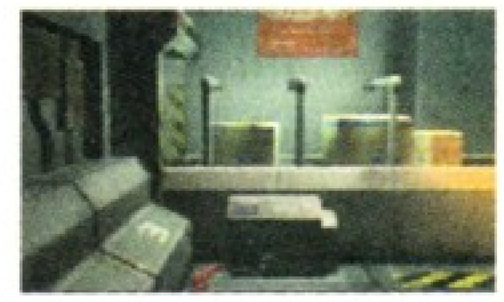


Oddly enough, the realtime 3D graphics merge pretty seamlessly with the FMV bits.





Some Japanese mags have rated EO higher than Fighters MegaMix!

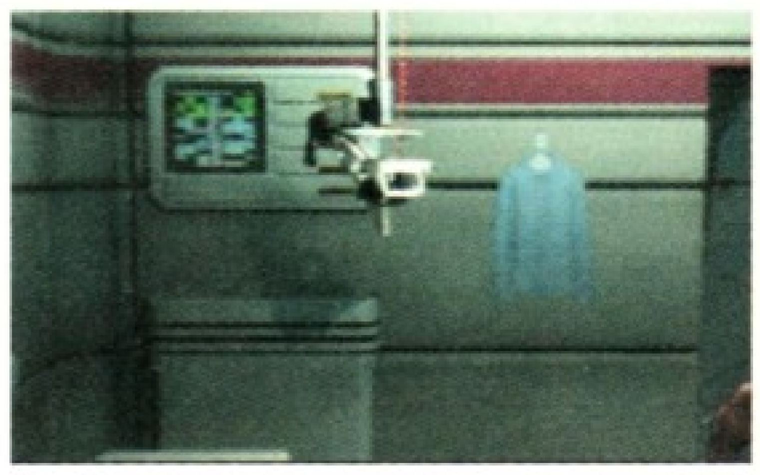




Hhhhmmm... What's going on here then.



Well, I've got no clue as to what this is.



Maybe some kind of techno eye-testing device.



Let's just press some buttons and see.

despite his gallant efforts his bullets had little effect and thus his head was separated from his body in a most gruesome way.

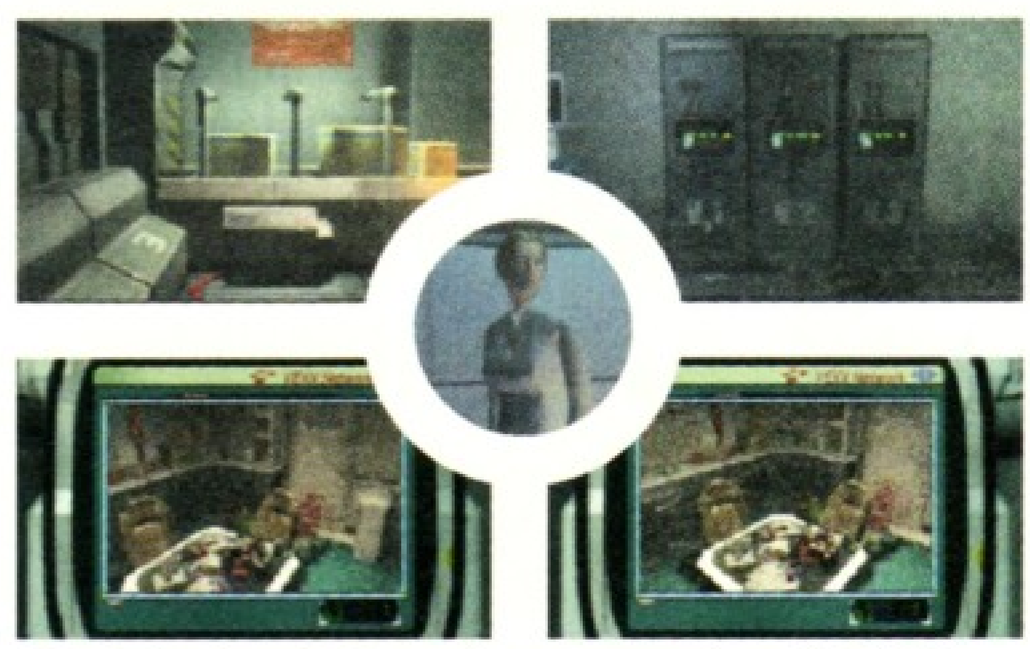
This is where the game begins and it is your task as Laura to face this invisible enemy and keep your head firmly on your shoulders. In keeping with the aircraft disaster in space theme, you will no doubt be required later in the game to pilot your craft back to Earth even though you have no flying experience. But don't worry because there will be a bloke at air traffic control who is very experienced and will be able to guide you down.

Obviously this wouldn't be much of an adventure game without puzzles, but there's no need to worry on that score because there are plenty of them in there. Much of your time though will be spent exploring rooms, picking up objects and using them where necessary to solve the puzzles and defeat these creatures. As in D, the places where you can go to within the rooms are limited so you have a rough idea of where any of the objects are going to be. The first object you must search for is a VPS or Visible Panty Stain. This device enables you to detect any living being and relays it back to you via sound. For example if an enemy is near a beep can be heard, the closer the enemy being gets the faster the beeps get until it sounds as one continuous beep. Anyone who has seen any of the Alien films should be familiar with such a device (it's called a Proximity Detector). Naturally this comes in handy when firing at the enemy, if you have a weapon that is.

When you leave the rooms and go into the passageways the screen display changes to realtime CG and as a result is very smooth indeed. You also have far more freedom to roam about within the corridors without being forced to go to predetermined places. The controls ought to be familiar to D players using the D-pad to zoom in and out and rotate around. The L and R buttons are used to display the items you have gathered so far and the A button to select and use them.

As is the norm with CG graphics the playing window is on the small side with lettering boxing being evident even on the Japanese version we have. However as long as it doesn't detract from the game itself we don't mind. But there's only one way of knowing for sure and that's to read the review in next months issue of SEGA SATURN MAGAZINE where hopefully such answers will let themselves be known. Until then just take a look at these shots and imagine what it's like.





Shots taken from the immersive game experience that is EO.

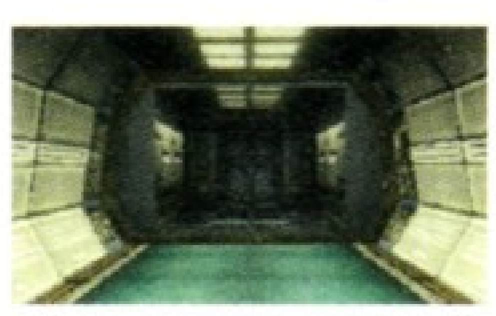


Laura investigates something a bit odd-looking.

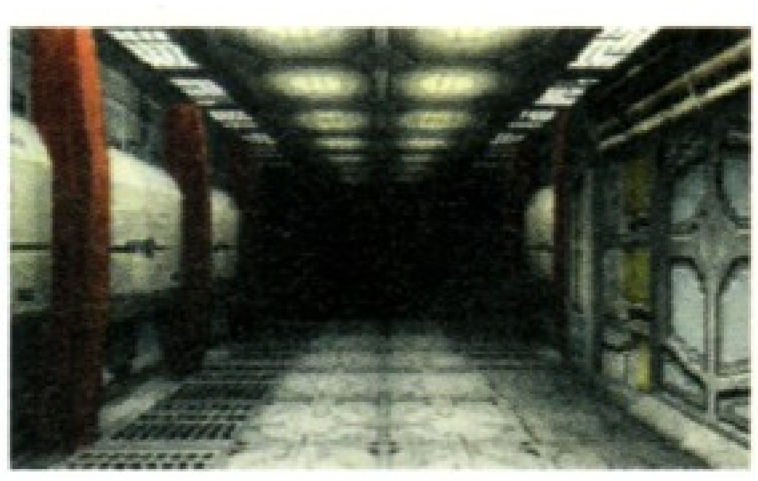
Combining pre-rendered FMV with realtime 3D areas, Enemy Zero is something of a graphical festival - oh yes!

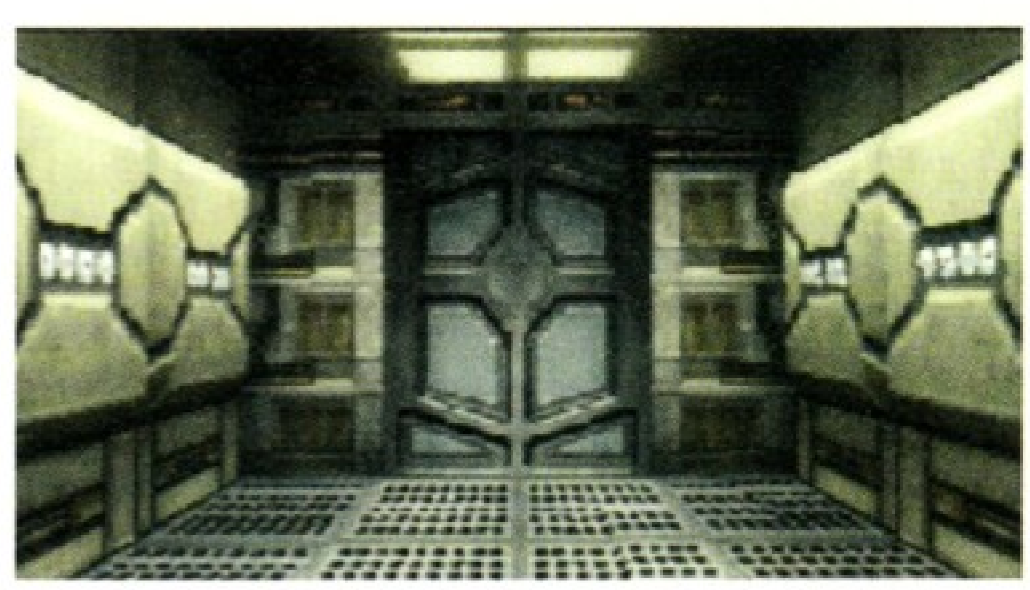


The corridor sections (right) are full 3D, kind of like Alien Trilogy.



Aha! This will be another of those corridors...





Hmmm. So plenty of wandering about then.

VATLVA

After the relative disappointment of Crimewave comes another driving shoot 'em up that looks like being a victory for gameplay over graphics. Check it out!

BY	JVC/ANCIENT
PRICE	TBA
STYLE	DRIVING BATTLE
RELEASE	TBA







Ancient are well up on their anime style graphics, as these amusing shots from Vatlva's opening sequence show in a satisfactory manner.

DIFFERENT COURSES

There are several different courses to choose from in Vatlva, some of which suit your vehicle better than others. Each of them have their own unique hazards which you must try to avoid. These range from quick sand to barrels, oil slicks and snow. Take a look.







This is a curious little game and title for that matter. It comes from the same people that brought you the classic Streets of Rage trilogy on the Megadrive and more recently Story of Thor 2 on the Saturn. Like many people I've been longing for a Streets of Rage game on the Saturn and as such was quite disappointed to discover that the latest offering from Ancient would not rectify the situation. However after playing Vatlva for a few minutes I'd forgotten all about my initial disappointment as what we have here is a simple yet enjoyable and highly entertaining game. But what the hell is Vatlva you may well ask? A Russian brand of vodka? Not quite. This game's easier to swallow without the headache in the morning. Intrigued? You will be, read on...

Vatlva, which you will be pleased to hear will probably undergo a name change before its UK release is a one-on-one shoot 'em up from an overhead perspective. It places you in one of several different arenas full of obstacles against an opponent. Each of you are in your chosen vehicle with a small array of weapons and the basic idea is to blast the living daylights out of your opponent. Simple.

The game itself starts up with a Manga style cartoon intro showing you whom your opponents are going to be and gives the game a very Japanese feel to it. You are then given the choice of six different vehicles of which you must choose one. Each vehicle has different strengths and weaknesses and a different assortment of weapons, both long and short range. Some have far more speed than others which comes in handy for dodging bullets but usually also has less armour than say the tank. It's a trade off and you have to find the vehicle that best suits your style. There's a tank, a car , a buggy, a hovercraft, a JCB and a space ship that looks like a tripod with an extra leg (a quadped, if you will). Once you have selected your chosen means of transport you are placed in one of several different arenas with various obstacles to negotiate your way around and hide behind. This of

A curious game indeed from the creators of Streets of Rage
But it's definitely a case of playability over graphics.

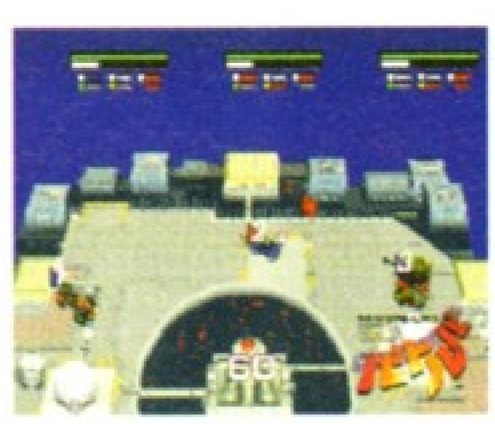


More amazing manga mayhem shown right here!





Choose your vehicle here.



It's all sort of pseudo-3Dish.





The action zooms in and out to show both players on-screen.



The range of vehicles encompasses small, fast motors and giant weapons-heavy behemoths - a good screenshot to demonstrate this is printed above.



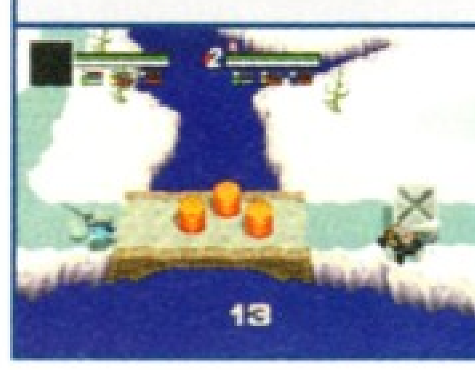




POWER-UPS

In the interests of good gameplay Ancient have thought not to give the vehicles unlimited ammo otherwise you just sit there blasting each other and what fun would that be? So to add an element of strategy you only have a certain amount of ammo which after a few minutes frantic blasting rapidly disappears. Not to worry though because power-ups descend from the sky like a gift from the Gods and will restore your weapons back to their full destructive capabilities should you manage to collect them before your opponent does.





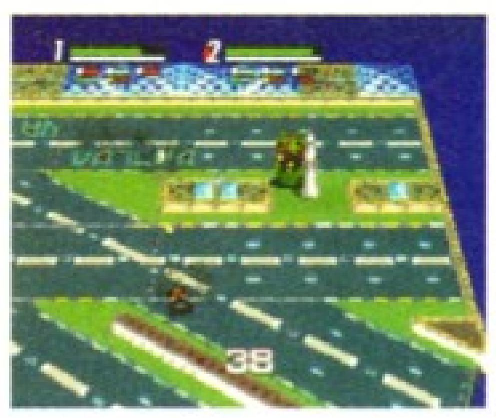


Although being a most enjoyable two-player experience Vatlva comes into its own with six players at the console!



Boom! It would appear that player one is suffering badly from an onslaught direct from the CPU player.







Using scenery as cover is a good tactic here.













A close-up confrontation (left) and a far-off one (right).

course adds a slight strategic element to the proceedings much in the same way as Virtual On. Some of these obstacles can be destroyed like barrels and trees but usually has the undesirable effect of setting your vehicle on fire thus draining your energy bar considerably. The different arenas also have a different effect on how your vehicle handles. So for example, if you choose the car and you are placed in the snowy arena then you wheel spin all over the place and can barely move making you a sitting duck. Whereas the hovercraft type of vehicle merely skims over the surface at its usual pace. As for the weapons, each vehicle has a total of six different kinds including the shield. Unfortunately for you, there is not an unlimited supply of ammo so it becomes necessary to collect the power-ups which are dropped randomly around the arena. This of course soon turns into a race between you and your opponent to get to the power-up first.

However as is usual with these types of games it's far more fun when playing against a human player as opposed to the CPU. Two-player games are fast, frantic fun but the best news is that Vatlva supports the multitap allowing up to six players to compete on the same screen simultaneously. The graphics are hardly what we would refer to as next generation, but are colourful and fairly detailed nevertheless. The smoke effects and transparent effects are pretty impressive as are the pyrotechnics in general when you starting blasting the enemy. Also noteworthy is the in-game music which has a techno kind of feel to it and fits quite well with the frantic nature of the game.

Despite its simple graphics and simple gameplay our first impressions are that this is going to be a very playable game indeed especially if you have some friends to play it with. So if you're after a damn good blast-a-thon make sure you catch our review in a forthcoming issue of this superb publication.

letters

Tonky memory cartridges, an anti-Saturn plot and the true name of Janet Marshall! All are revealed in this month's Bouncy Bag O' Conspiracy Theories! If you have some rambling paranoia that you need the world to know about, you might find it therapeutic to write it down and send it to us at: THE 'ONLY I KNOW THE TRUTH!' MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. But it'll be all change next month when we move to EMAP's new stalag in the heart of London's Docklands area (where the bombs go off). By the way, we reserve the right to edit letters for length, spelling, grammar, disgraceful attempts at comedy or to fit in with whatever argument we're currently peddling.

CONSPIRACY #1: MEMORY CARTRIDGES

Dear SSM,

Being an avid Saturn player I found my system memory quickly filled up and a memory cartridge became a very necessary piece of kit. Upon purchasing a cartridge I gleefully transferred all my saved games from the system memory onto the cartridge. Wow! All that space to save more games!

Now for the bad part. I was just editing some players on Sega World Wide Soccer, then returned to the main game to play a bit of footy and I found that all my saved games had mysteriously disappeared.

I immediately exited the game and went straight to the Memory Manager on the system to check on the other saved games. My heart sank, the bottom fell out of my potty, NiGHTs, FIFA Soccer '96, Panzer Dragoon Zwei, Daytona, VF1, VF2, Virtua Cop, Virtua Racing, SWW Soccer, World Series Baseball, Bug and most of all, Sega Rally with the ghost cars! Why did this happen?? What could possess my cartridge to do such a nasty thing to me??!

Has anyone written in with the same problem as me I wonder?

Dean Abbotts, Redditch

Dear SSM,

Why doesn't Sega support its own memory back-up? It's almost impossible to buy one over here in The Netherlands.

In every shop they tell you the same crap: "Sorry, we don't sell them, but I've got this beautiful Datel memory card on which you can save up to 8 megs! Isn't that incredible?" Sure... Too bad it erases itself after a month or two and that it doesn't support the built-in save and load feature straight from the cartridge.

Daniel van Herk and Marco Janse, Alblasserdam

We've seen the same thing happen. Our lovely editor Rich was in dire need of a memory card so bought one of these "ten quid cheaper than the Sega ones with twice the memory" to see what it was like. Whilst it saves games between system and cart, any software with direct-to-cart access like Sega Rally just doesn't work. Rich reports that he was also extremely peed off that his Daytona CCE file didn't transfer properly meaning he lost his original car and horses! The moral of this story: stick to the official Sega ones. They might be a tenner more, but they do work properly.

CONSPIRACY #2: DAYTONA CCE

Dear SSM,

When it was revealed that Sega were finally going to revamp Daytona USA I thought, great, a version of Daytona with the same standard of graphics as Sega Rally and the great playability of Daytona itself. Ha! Boy was I fooled and disheartened to find out that the only similarities were the Daytona USA name and three courses. Now don't get me wrong, it's still a good game, but it's not exactly what people were asking for was it? All we wanted was the original Daytona with better graphics, better clipping, better in-game music and a two-player mode, with the same presentation (arcade) screens, the same cars and the same playability.

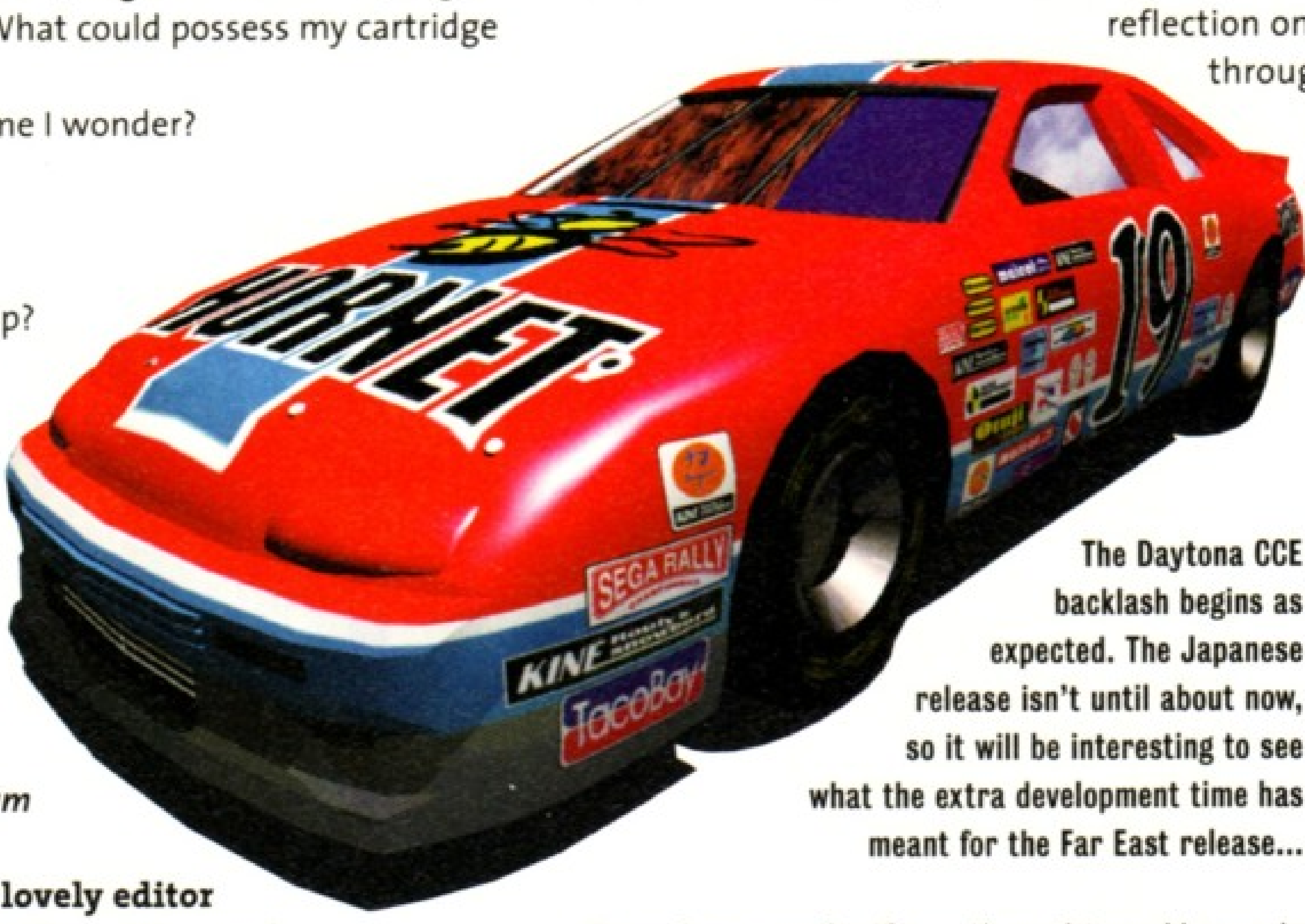
Andrew Hunter, Glengormley

Dear SSM,

Did you review a different copy of Daytona CCE than the one that's on sale? I bought the game on the strength of your review expecting an updated version of the original Saturn Daytona. But what did I find? A very crap racing game! I can understand Sega wanting to make the game a little different to make more people buy it, but they've ruined it. Here's why:

Control: The control is laughable! It's now almost impossible to powerslide. Instead you just slide uncontrollably into the edges of the track. All of the cars handle sluggishly, flicking about unrealistically. I'm playing the PAL version on a Japanese machine and it's slow. It must be awful on an English machine.

Graphics: Well the pop-up is virtually just as bad as the first game. The Sonic wall still pops up in two chunks, one of which vanishes in the replays! All the cars look worse, being smaller and less detailed than before (and why have a sky reflection on the car windows when it's going through a tunnel?)



The Daytona CCE backlash begins as expected. The Japanese release isn't until about now, so it will be interesting to see what the extra development time has meant for the Far East release...

Music: At least the music in the old version was different to other games, but now it's so boring! The singing ones are terrible!

Slow-down: The game constantly judders about on the 777 Speedway, making control even more difficult than it already is. The other tracks aren't as bad, only slowing when more than four (!) cars are on screen. This might be down to the PAL version being almost full screen though.

Speech: If I hear that 'You'll burn up the tyres!' sample once more I'll scream!! It says it nearly every time you skid!

Two player mode: If you thought you'd seen bad pop-up, wait till you see 777 Speedway in two-player mode! The entire pit lane is invisible when you're on the track! Sega Rally was never this bad.

Lee Rowland, Bradford

Admittedly, Daytona CCE isn't the game we hoped it would be, and that point was made in the review. But is it really as bad as Lee thinks? No doubt many of you received a copy of the game over Christmas so let us know whether you agree with him. Jolly good fun for all the family? Or did the fact that it wasn't 'the real Daytona' ruin it for you? We want to know. Yes we do.

CONSPIRACY #3: SATURN HATRED!

Dear SSM,

I am sick to death of having a machine that's supposed to be 'inferior' to the Sony Trainstation. I have worked out why a lot of people buy Spacestations instead of our machine. The problem is computer stores such as Game.

My local Game in Bradford are totally biased. I have been in several times and the scarabs who work there have simply slagged off the Saturn and advised every customer who has asked about the 32-bit machines to buy a Stationwagon. I have heard the same crap being dished out at Leeds and Sheffield stores.

If a lot of people go to Game nationwide and they are all persuaded to buy Sony then it is not hard to see why Saturns are not selling as well.

James Clements, Bradford

DEAR SSM,

I reckon that Sega should take some sort of action against Comet. When my mate went to buy his Saturn the salesman said he should get a PlayStation. Again my friend asked for a Saturn. Again he said get a PlayStation.

In the end my friend got his Saturn but I think Sega should go and beat up the blokes in Comet. Is it any wonder the PlayStation's supposed to be out-selling the Saturn by eight to one.

Orlando, Badhandwritingsville



Paint your own NiGHTS pad. If you're any good at art, that is.

DEAR SSM,

About a week ago me and my mum were in HMV buying the Saturn I wanted for Christmas. The bloke at the counter advised us to buy a PlayStation because he said that the Saturn will be out of date and end up like the Megadrive soon. He also said that games companies are making most of their games for the PlayStation and not the Saturn. I said that wasn't true and told him about the great future releases for the Saturn like Virtua Fighter 3, Virtual On, Virtua Cop 2 and Bug Too!, but he still wasn't convinced. But I still got a Saturn because I think the games you can play on it are cool, and I think the PlayStation is total trash. On the other hand, could you please tell me if what that shop assistant said was really true or is it just a stupid rumour.

Chris Shaw, Isle of Man

Here at SSM we're quite happy to receive all of your complaints against retailers preferring the PlayStation over Saturn. Get names, branch names - all the info you can, and pass it on to us. We'll compile a dossier to send to Sega. As Rich so generously puts it in Q+A this month: "Rampant stupidity is rife the world over. I won't rest until such fools are unmasked... and eliminated."

EGAD! BAD PAD!

DEAR SSM,

What on Earth are Sega doing? I refer to the new Saturn joypad which has taken an evolutionary step backwards!

The two main selling points of the Saturn over the Playstation for me were Virtua Fighter 2 and the directional button on the joypads which were ideal for games like Street Fighter Alpha which require a lot of directional button roll moves.

So why have Sega. Gone back to the old Megadrive style directional button and abandon the new style of Saturn joypad.

D Dodd, North Cornelly, Mid Glamorgan

The fact that you are a joypad connoisseur is laudable, Doddsy, but to prefer the old Saturn pads is clearly a sign of encroaching madness. The old Saturn pads had an uncomfortable d-pad and super-unresponsive shoulder buttons. By switching over to the Japanese versions, Sega have done us UK gamers an immense favour - it's the ultimate pad!

THE GUNS YOU'LL NEVER OWN

DEAR SSM,

I am hoping to buy Virtua Cop 2 and I have seen advertisements for the Predator gun. It looks better than the official V Cop gun but it could be a total rip-off. Please could you tell me which gun is a better buy?

Stuart Coles, The Richmond Golf Club

A good question indeed, and not having wielded a Predator ourselves we are ashamed to say that we have no answer for you at this time. Seeing as the innards of such guns are usually fairly standard there's probably not much difference technically, but perhaps some kind of weapons-testing feature is in order for a future issue. Hmm. We shall consider it.

ELECTRONIC ARTISTRY

DEAR SSM,

I have recently bought a copy of NiGHTS and I think it's amazing. I also love the 3D controller and being the artist that I am, I could not resist painting it. Here is a photo I took of it for your readers. As you can seen I'm no photographer! Anyway, perhaps other readers with artistic skills might also paint their Saturn controllers, Virtua Guns, etc, and send in pictures. You could even have a competition! With BIG prizes! What do you think?

Niall Stewart, Troon.

We think... that's not a bad idea, actually. Does anyone else have Niall's skill with a paintbrush? Send in a photograph of your customised controllers (remembering to focus on the artwork, not some old Jim Morrison T-shirt that's lying around in the background), and Rich may well reward the most artistically skilled entrant with some suitably luxurious prize. A 1lb box of Cadbury's Milk Tray, perhaps.

DESTROY! DESTROY ALL PLUMS!

DEAR SSM,

In issue 14 of your mag I noticed a reader's letter that was so dumb I had to reply. The letter was about the most stinking bird on the face of this Earth. PIGEONS. I HATE PIGEONS and the old grannies that feed them and as for the person that wrote in to you with the stupid idea of having the skinny vermin in a game he should be shot like on of those pink things in Doom.

I have a good idea for a game. I think I will call it ATTACK THE PLUM!!! The object of the game would be to shoot the hell out of pigeons and people that write pointless and unfunny letters in to such an in information-filled mag. You could even use the Virtua Cop gun.

You might have gathered that I hate pigeons and stupid people so please do all your readers a favour and save the space in your mag for people who have something interesting to say so I don't have to write another letter like this.

Concerned Reader, London

Yes. We agree.

THE NAMING OF JANET MARSHALL



It's official: Janet "Hub Caps" Marshall.

In issue #14's Virtua Cop 2 showcase we foolishly promised to give a copy of VC2 to whoever came up with the most appropriate nickname for Janet. We've had to endure a torrent of letters and postcards packed with all kinds of ludicrous suggestions and depraved grovelling. Interestingly, though the same suggestions kept coming up, and they were:

1. **Blaze** (presumably from ex-Megadrive owners who had played Streets of Rage)
2. **Speed** (yes, very imaginative)
3. **Horny** (because cars have horns, obviously)
4. **Various other car spares,** eg Wheels, Motor, Gears, etc

The best of a sinister bunch was Craig Anderson's entry which at least made us laugh with names such as Hub Caps (think about it) **and BMW** ('Big Mad Woman' - mmmm, classy!). **So he wins.** A special mention must go to Adam Hutchin who sent in a sheet of 63 different entries, each more appalling than the last. **We wonder how Janet would feel if her friends referred to her as 'Daisy', 'Gunmaiden' or 'Soup Dish'?** Answers on a postcard to... **Aha.. No... Not this time.**

Q&A

Thankfully the vast amount of Formula One questions has abated this month, only to be replaced with just about every other question concerning the long overdue Saturn Doom, and whether it's better than Exhumed (yeah right). Trust the SSM posse of the Master, Rich Leadbetter and Sega overfiend, Mark Maslowicz to provide 100% accurate responses to the burning Saturn-related questions of the day. Send more letters, hopefully testing our combined intellects to their full power to I AM THE MASTER Q+A, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

NOT DOOM

Dear SSM,

I know you are the best mag ever and I have one niggling question to ask you.
Which shoot 'em up should I get out of Exhumed, Doom or Alien Trilogy?
Help me PLEASE!

Andrew Dyke, Norwich

Get Exhumed. Get Alien Trilogy if you must, but DON'T get Doom. It really is the disappointment of the year. Exhumed is the king of this genre, without a shadow of a doubt. Maybe Hexen will make up for the travesty that is Doom.



What's the best Doom game? Alien Trilogy? Er, no.

3D SHOOTING QUESTIONS

Dear SSM,

I've recently bought a Saturn and I decided to write some questions to test your large belly of knowledge.
1. I've recently played Doom on my mate's PlayStation (scum!) and wanted to know when the Saturn version will be out and will it have the Club Doom level?
2. When will Duke Nukem 3D be released and will it be link-up?
3. As so many link-up games are due on the Saturn when will the link-up cable be available?
4. When will Sega Touring Cars be out on the Saturn and will it be a good conversion?

R Sole (Hilarious - Rich), Chinnor, Oxen

1. As I said before, Saturn Doom should be out now and it really is a tragedy, unfortunately. It probably has the Club Doom level, but it gets so jerky later on it's rendered virtually unplayable. 2. Late '97 I think. Not sure if it's link-up. 3. It doesn't look like it will appear in Europe for the time being, but some clever soul might create their own which is compatible with the Sega one (out in Japan). Sega are concentrating on Netlink compatible games at the moment. 4. Another late '97 release, probably.

DAYTONA CRAP? HA!

Dear SSM,

First of all I think your mag is great. And second I would like to ask you some questions.
1. I'm getting a Saturn for Christmas and I would like to know which games are the best?
2. I think Daytona is quite good. My friends think it is crap. What do you think?

Thanks tons, Rob Ostaszewski, Swindon

1. Virtua Fighter 2, NiGHTS, Sega Rally, Command and Conquer, Fighting Vipers, Virtua Cop 2, Virtual On, Exhumed. 2. It's a masterpiece of playability let down by some cringeworthy visuals. But it is a good game. Your friends are stupid.

IT LOOKED SUPREME!

Dear SSM,

PLEASE print my letter as you buggers never print any of my stuff:
1. With the almighty Saturn going retro (Outrun, Afterburner, Space Harrier) wouldn't it be great for EA to do the original FIFA, EA Hockey and Madden all on one disc. I would buy it!
2. Do you remember that insignificant little title called Streets of Rage that only shifted millions of copies world-wide? How about a Saturn version?
3. I read in your mag that Super Street Fighter II Turbo is heading for the Saturn. Is this still true? Cos in my opinion SSFII pisses all over the Alpha series?
4. Whatever happened to Heart of Darkness? You showcased it in issue eight and it looked supreme!
5. Will us loyal Saturn owners ever get to play Fade to Black or Resident Evil?
6. Are SNK still going ahead with the cart/CD games? If so, how about a Samurai Shodown conversion?
7. Wouldn't it have been a good idea for Virtual On to use this concept? This would help forthcoming biggies like VF3 to suffer less in the conversion?

Jonathon Williams, Stockport

1. I doubt EA would agree, but I think it could be mildly diverting. 2. Not currently in development, but it's a possibility. Try Die Hard Arcade though as it's similar. 3. Sorry, it's Super Puzzle Fighter that's coming out, not Turbo. D'oh! 4. Should be out in mid 1997, but who knows? 5. Resident Evil is a distinct possibility in some shape or form, but Fade to Black is highly unlikely. 6. They've already done it in Japan. King of Fighters'95 will get a UK release early next year and it's better than Samurai Showdown anyway. 7. Virtual On wouldn't really benefit and personally I reckon VF3 could do with some 3D accelerator chip as well as extra memory.

HIGH-RES FRENZY!

Dear SSM,

You are the best Sega mag on the shelves and I wish your never-ending fountain of eternal knowledge to bring me answers:
1. Will Syndicate Wars and Quake on the Saturn be in 640x480 mode (like on a really beefy PC?)
2. Don't you think all the controllers are getting a bit out of hand? We've got the normal pad, the NiGHTs pad, the Virtua Gun, the arcade racer, the Virtua stick, the Virtual On controller AND the mouse?
3. Will there be Saturn conversions of the following games: Mortal Kombat Trilogy, WipEout 2097, Worms United, GTI Club and Warcraft 2?
4. I was in Comet recently, happily playing Worldwide Soccer and winning when this stupid bloke and his Mum asked a sales assistant about the PlayStation. He told her how brilliant it was but when she asked about the Saturn he told her that it's little better than the Megadrive but with slightly better graphics. He then continued his assault on my life by saying MK3 was a rubbish conversion of a Megadrive game. How do you think Sega and Williams can stop this sort of bias?
5. When will the following be released in the UK: Virtual On (and controller), the mouse, Return Fire and VF3?
6. Any chance of a NiGHTS 2?
7. I once saw a preview of a game called Ninja. It looked sort of like Tomb Raider and I was wondering if there was any news on it?

Scott Jenkins, Somewheresville

1. The Saturn hasn't got a 640x480 mode, but the high-res mode (something like 700x500ish) isn't really suited for those types of games. So no. 2. All you really need is the NiGHTS pad and your ordinary one really. 3. MK Trilogy is the only one absolutely confirmed for Saturn, but WipEout 2097 is a distinct possibility at some stage in the future. 4. Not easily, I'm afraid. Rampant stupidity is rife the world over. I won't rest until such fools are unmasked... and eliminated. 5. Virtual On is out now (the controller's not currently planned for UK because of the very high price), no date for the mouse, VF3 end of 1997. Return Fire? Even I don't know that one. 6. Sonic Team are working on another Saturn game, but so far there's no news as to whether it's a NiGHTS sequel or something else. 7. It's by Core, but not due until well into next year.

CENSORSHIP GAG

Dear SSM,

When is Doom coming out and what certificate will it have - 15 or 18?

Neil Piggott, North Wales

The original PC Doom got a 15 certificate, but having played the Saturn translation I think it should be banned. Surely there's some kind of obscenity law that covers this horrific conversion?







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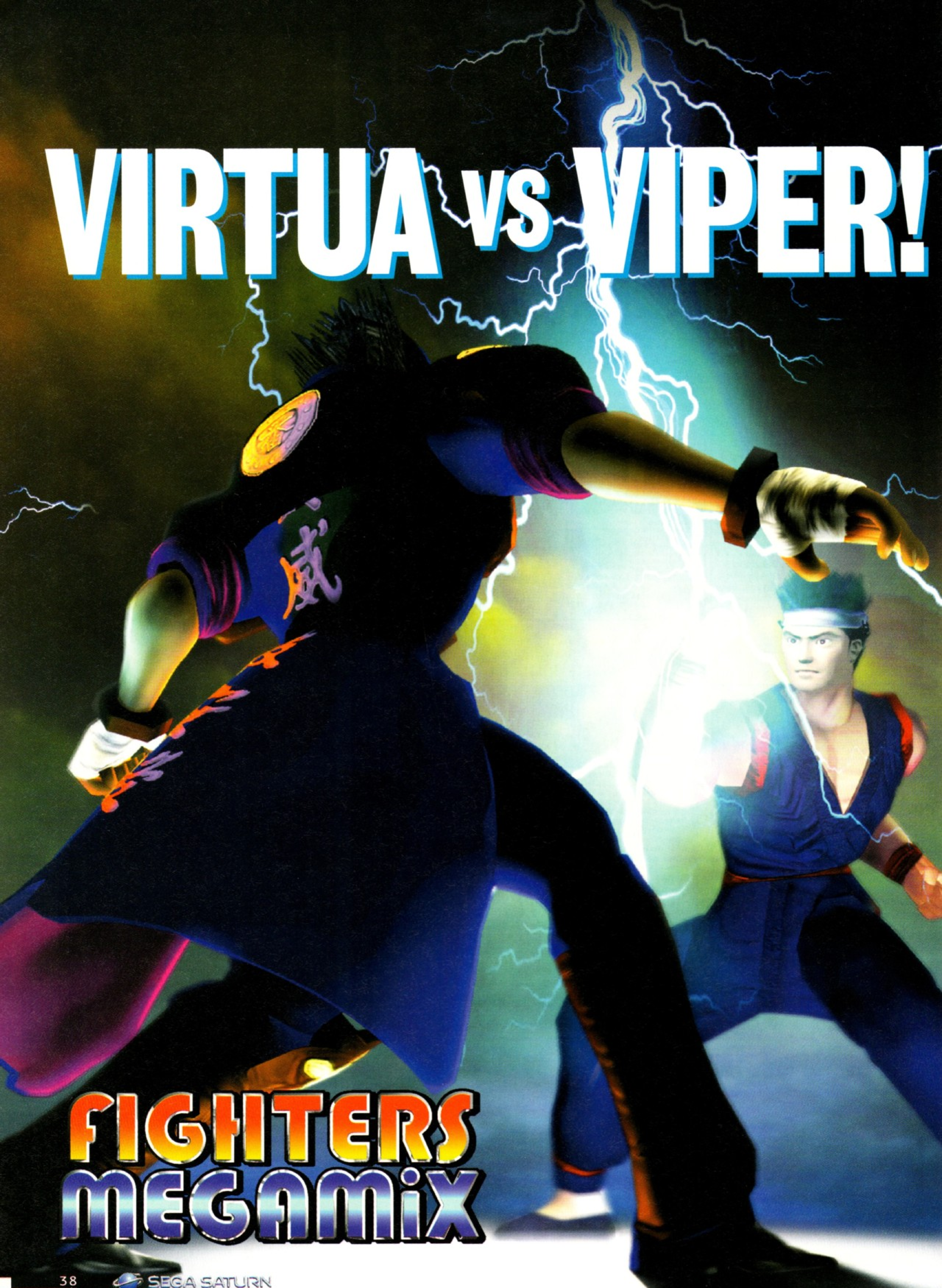
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FIGHTERS MEGAMIX

The biggest fighting game ever was officially unveiled in last month's SEGA SATURN MAGAZINE. Fighters MegaMix is the greatest 3D fighting game ever - BAR NONE. A vast cast of 32 AM2 characters meet for the ultimate battle in this most anticipated of Saturn games. RICH LEADBETTER owns the first copy outside of Sega. It's not a trick! Not a dream! We reveal (almost) everything right here!

I've had Fighters MegaMix in my possession for four days now. The initial excitement of having this most sought-after of videogames in my possession still hasn't abated. Yes, Fighters MegaMix is THAT good. You might wonder why. After all, it's just Fighting Vipers with more characters, yes? Well, er, yes. but it's just so much more.

The game could have been quite dull if the Virtua Fighters remained as they were in VF2, but they aren't. In terms of control, they're almost identical to their VF3 selves, meaning that a vast chunk of the new coin-op's wonder is instantly transferred into MegaMix. The Vipers have had some extra techniques added to, but mostly they remain much as they were, hence my decision to dedicate the majority of this showcase to the VF characters, who basically deserve the space.

First of all, though, a bit of a MegaMix Q+A, prompted by numerous phone calls to the offices (which sap too much of my time, by the way - please have mercy!).

1. Is it in High-Resolution?

Not like Virtua Fighter 2 where everything was super-crisp. In MegaMix, everything apart from the main characters and the walls are in high-res. The lighting has been improved over Vipers, though. It's AMAZING!



In a homage to Capcom, AM2 have given Kage a dragon punch!



2. Whatever happened to Shun's bridge and the plane taking off?

Never mind the gameplay, many people criticised VF2 because Shun's bridges weren't in there! D'oh! Fighting Vipers' similar set-piece, the plane taking off on Tokio's stage IS there and looks brilliant, although not quite as good as the coin-op.

3. Who are the Secret Characters?

There are ten secret characters in all. We reveal a few of them this month, including one of the best ones - Janet "Hubcaps" Marshall from Virtua Cop 2! We'll go in-depth on some of the ones revealed this month in the next issue and show off the final bunch as well. Be patient.



4. When's it out?

It's out in Japan already and has been since 21 December. Sega Europe are going to release it probably in March, so a great PAL version seems unstoppable!

5. Is it really that good?

As I said in the 1997 preview, I still think that VF2 is worth 98%. And Fighters MegaMix is undoubtedly a lot better. Marking this is going to be a toughie. As I told a pesky caller the other day, "Words alone cannot describe the power of Fighters MegaMix. Now be gone!"

MegaMix has an amazing full-screen FMV intro with no blockiness whatsoever! It's amazing! Here are some highlights...



Viper Bahn dares challenge the unrivalled power of Akira Yuki!



Jacky continues his search for Sarah, in his SuperCar motor!



Picky skateboards at speed through a psychedelic wonderland!



After defeat in Vipers, Jane trains harder than ever before!



Sarah, in her kinky VF3 gear, still works for the J6 Syndicate!



Akira and Bahn. The Viper suffers under the Stun Palm of Doom!



Candy puts her red costume on display and reveals her new duds!



Bahn and Akira's shoulder charges collide! Boom! White out!

AKIRA YUKI

It's official. Akira Yuki is the winner of the Virtua Fighter 2 tournament, settling old scores with Kage Maru in the final and annihilating everyone else. Returning to his father, who originated his fighting art, Akira is pleased to reveal his victory. "Your victory is meaningless!" thunders his Dad. "Your training has only just begun!". This training results in Akira becoming even more powerful. Radically transformed from VF2, Akira's power will change the world!





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Double-Fisted Strike	⇦⇨P+K
Collapse from Below	⬂P+K
Bird Walk Shocker	⬇⇨P+K
Dragon Spear Ceremony	⬂K+G
Mountain Paste	⇦⇨P+K+G
Break Guard	⇨P+G
Walking Destruction	⇩P+G
Sidekick	⬂K
Low-Mid-High Combo	⬂K+G ⇨P ⇦⇨⇨P+K

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Big Downfall	⇦⇨P+G
Lion holding his Meat (oo-er)	⬂P+G
Big Finish (side, or behind)	P+G

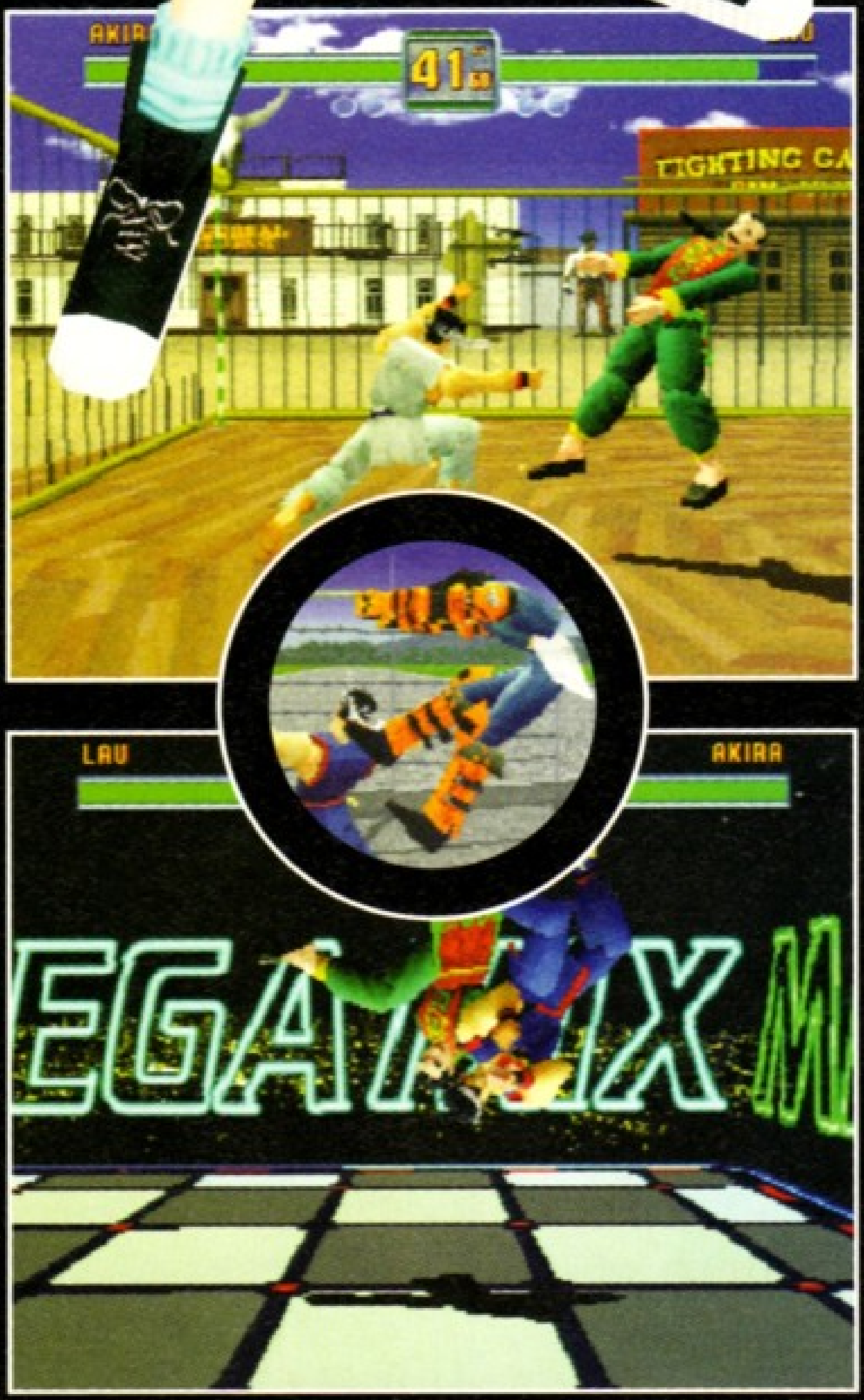
NEW REVERSALS	METHOD
High Reverse	⇦P+K
Mid-Reverse	⬃P+K
Low Reverse	⇩P+K
Flipkick Reverse	⬂P+K



Akira retains some of his older throws, such as this one. However, these attacks can be followed up with new moves in devastating combos.



Another new Akira attack. He was unstoppable in Virtua Fighter 2 and now he is even more powerful! His moves create sonic booms!







Lau shows off some of the new techniques that make him even more of a formidable force for combination attacks.

LAU CHAN

After an unsuccessful defense of his VF1 crown, Lau Chan returns to his three loves: cooking (at his new restaurant), poetry, and martial arts training! Convinced that the key to success still lies in his patented mastery of the combination attack, Lau devises new methods with which to inflict multiple-hit misery on all his foes!

NEW TECHNIQUES	METHOD
Tiger Kick	⬃K+G
Turn Uppercut	⇦⇦P
Warbird Whirlwind Leg	⇦⇦K+G
Two Roundhouses	KK
Son of Yangqing Fist	⇦⇨⇨P
Tiger Spear Palm	⇦⇨ +P

NEW THROWS	METHOD
Big Earth-Collapsing Attack	⇧⇧ +P+G



VIRTUA FIGHTER RULES

Virtua Fighter is one of the most technically competent fighting games around, specialising in realism and skill. Switch Fighters MegaMix to VF rules and you'll see what we mean. The Viper characters are at a disadvantage here since their Power Counter techniques are no longer usable in any way, however, it does mean that the VFers have more difficult in getting rid of their armour. Key VF moves still have armour-breaking facilities though, so the Vipers get even more of a raw deal in these circumstances.





BACKGROUND NOISE

AM2 promised loads of new scenes to look at in Fighters MegaMix, and here is a selection of them. Some are great, some are weird, others are frankly amazing to behold!



Oh, it's Wolf's stage from VF2. So, what's new? Well, the fence from the coin-op has been re-instated and its works like a Vipers Stage! Ace.



This is Sarah's stage from VF1, held over for one of the hidden characters. The lighting (from below) is ace and AM2 have added neon signs to smash.



This stage is called The Wilderness and has no walls. The setting is the desolate terrain outside Armstone City from Vipers. Whose stage is it?



Woah there, this looks suspiciously like something out of the Sonic: The Fighters coin-op, which AM2 also did. Cue some hidden character guesses...



Eh? Hold on, isn't this from Virtua Cop? Indeed, it's the docks stage from the start of Virtua Cop 1. It's Janet's stage!



It's the desert from VF3 - the most brilliant backdrop in the game. It has VF3 music too! But who does it belong to?

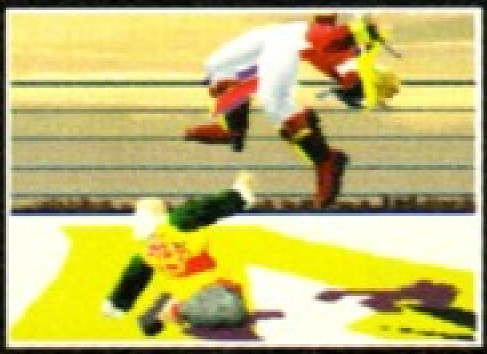
FIGHTING VIPERS RULES

All Hell breaks loose should you stick with Fighting Vipers rules. The pace of the game hots up incredibly, making for a more arcadey experience over the more technically sound Virtua Fighter game. Floating combinations become close to ridiculous - even Akira performs some frankly unbelievable strikes! Power Counters all work fine. The VF characters also benefit here. Press back with P+K+G to activate their moves. Also, pressing P+K+G whilst in mid-air rights you before you smash to the ground.









Shun's new attacks flow freely from one to the other, making him very powerful...



Shun's capable of attacking at all heights in quick succession. Excellent.

SHUN DI

Shun's seemingly care-free attitude has changed since the end of the VF2 tournament. Although his unconventional techniques flummoxed many foes, he was soundly thrashed by Akira - the upstart fellow sensei warned him about. Focusing his fighting arts ever more into the unpredictable and downright weird, Shun is confident of victory!

NEW TECHNIQUES	METHOD
Moving Hands under Chin	⇦⇨PPP
Cartwheel Kick	⇨⇨+K
Two-fisted, Falling-body Attack	⇨P+K
Sweep	⇩K+G
Sit Down	⇩⇩
1. Floating Dance	⇧P+K
(After 1) Falling Body Gambit	P+K
Chasing the Master's Woman	⇨PPPK
Jumping Jack Attacks	KK
Drunken Walk - Hard Fists	⇦⇧P
Drinking the Sake	⇩P+K+G

NEW THROWS	METHOD
Falling Body Straddle	⇧P+G





Shun can now drink at will. Notice the gourds at the top of the screen.





FIGHTING VIPERS: PHASE 2

The majority of this showcase has dealt with the changes in the Virtua Fighter cast. Lest we forget, this a MegaMix, not just a cut-down version of VF3, and the Vipers are all present and correct in this new game. In fact, it's better than that because they've been kitted out with new techniques (just so that they stand something of a chance against their VF3-powered competition!). Don't get too excited - the Vipers haven't got half as many new techniques as the VFers. In fact, with some characters even we had trouble finding any difference at all, bar some universal additions, such as side-throws. However, we've still managed to cobble together some new moves for the Vipers, so take a look at the pictures below and marvel at their new powers!




Bahn hasn't really changed that much but this combo is pretty cool, linking straight from a thrusting elbow (⇨⇨P) straight into a shoulder charge (⇦⇨⇨P+K)




Raxel's guitar-power reaches new heights with a great new two-hit attack. Swinging his instrument twice (with ⇧⇧PP) Raxel can take out both low and high attackers at a single stroke.



Sanman's potential for floating combinations has been boosted greatly, mostly thanks to attacks like this (⇧P+G). Otherwise, there's little new for him.



Picky boasts a new kind of attack that many of the Vipers have almost exclusively. Holding down G, holding up, releasing G and simultaneously pressing K gives a whopper new somersault kick. It's a bit difficult to show in a screenshot, but here you get some idea of what it's about. Hitting at a difficult height, it's a potent attack.




It seems that Tokio has learned a great deal from VF's Jacky with his new moves. His side-throw is identical. Use the dodge button and press P+G from the side to see a character's side throw. Tokio and Jacky's multi-hit kick is very cool indeed.




Sanman was never so great at dodging in under an opponent's guard and striking. He's better now though, with a scooping punch into arse attack number that's cool (⇧PPK). Little enhancements like this help immensely.




Picky also benefits from a two-joint Tekken style of kick popularised by AM2 with Jacky in VF3. Activated here with ⇩K K+G, its effect of hitting at two heights makes it good in defence as well as offense. Excellent...

NOT FORGETTING...

Initially selectable and NOT secret characters are the following fighters from VF and Vipers. They were either hidden in their respective games or took on Boss duty but they're all instantly selectable in MegaMix.

DURAL Looks like VF2 Dural, moves like VF3 Dural... without the T1000 morphing bits. The ultimate boss character with just about all the VF characters' best moves.

BM He's big. In fact he's huge. Almost as vast as his battery of relentless combo strikes. If just one of his combo hits strikes, the others follow. Deadly.

MAHLER BM as a 20-year-old arrives via a mystery time warp. Not as powerful as BM. He's also lacking his helmet in MegaMix, so he looks different as well. Cool.

KUMACHAN The comedy icon from Fighting Vipers returns and he's hardly different.That is, woefully lacking in animation and colours. But then, that's the idea.






TEN SECRET CHARACTERS

The big news about Fighters MegaMix is of course the ten secret characters, initially seen as question marks on the character selection screen. All ten are "collected" by beating the various routes through the one-player game. We've decided to reveal only a few, saving the majority for next month.

SECRET CHARACTER #1: JANET MARSHALL

One of the best secret characters in the game - a preliminary moves list and breakdown is found at the end of this rather spectacular showcase.



SECRET CHARACTER #2: KIDS AKIRA

Complete the Virtua Fighter round in the one-player mode and you get Kids Akira, whose moves list is virtually identical to the common-or-garden MegaMix older version's. He fights in much the same style, although the shortness of his arms and legs makes things... difficult for him.





SECRET CHARACTER #3: KIDS SARAH

Kids Sarah is also "got" by completing the Virtua Fighter round in the one-player mode of Fighters MegaMix. Just like Kids Akira, she's kitted out with all the moves of the older MegaMix version of herself. She's not very strong against ordinary characters...





SECRET CHARACTER #4: NEW CANDY

New Candy, new danger! Accessed by beating her on the last stage of the Novice level of the one-player mode, Candy's new costume is very cool indeed! Don't get too excited - as far as we can see, none of her moves are different. Select Candy with X or Z to get the new threads!



WOLF HAWKFIELD

Wolf views the entire tournament structure merely as a way of bettering his wrestling-based skills. The greatest wrestler in the world, he sought to better all other arts in the first VF tournament, only to be defeated. In VF2, much the same thing occurred, despite his vastly improved combination potential. In Fighters MegaMix, Wolf has most of his VF3 techniques, including his awesome chain-throw techniques. Unlike Tekken, these are actually memorisable and quite versatile. Along with his larger arsenal of throws, Wolf also comes equipped with combo-ready chops, swipes and what-have-you, making him an even more versatile fighter. Always underrated, Wolf might surprise you this time...



NEW TECHNIQUES	METHOD
Flying Knee Kick	⇨⇨K+G
Rolling Swat	⇨K+G
Neck Cut Kick	K+G
Front Roll Kick	⇦⇨K+G
Level Back Chop	P+K
Grizzly Lariat	⬁P+K
Tomahawk Flash	⇨P+K
Arrow Knuckle	⇩P+K
Shot Range Shoulder	⇦⇨P+K
Tomahawk Chop	⬃P
Comet Hook	⬀P
Elbow Drop	⇦P
Dragonfish Blow	⇨PP
Double High Kick	KK
Combo Elbow Swat	PP ⇨P ⇦P
Combo into crouch throw	PP ⇨P ⬀P+K+G

NEW THROWS	METHOD
Arm Whip	⇨⇨P+G
1. Catch	⇨P+G
(After 1) Thunderfire Powerbomb	P+G
(After 1) Front Suplex	⇦P+G
(After 1) Front Neck Attack	⬁P+G
(After 1) Push	⬀P+G
2. (After 1) Change	⇨P+G
(After 2) German Suplex	P+G
(After 2) Push	⇨P+G
(After 2) Tiger Suplex	⇦P+G

NEW REVERSALS	METHOD
Sidekick Reverse	⬀P+K
High Kick Reverse	⇦P+K



A lot of Wolf's new throws begin with this grapple manoeuvre.







Wolf's has many new strikes that make him an adequate hand-to-hand fighter. Throws are still his forte, though.





Another one of Wolf's ace new throwing techniques!











One of Wolf's best new techniques sees him begin a grapple, duck around behind his opponent and then execute a final technique. Such as the backbreaker, above.

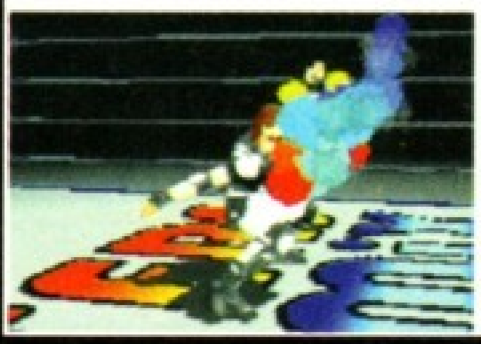
One of Wolf's throws sees him shove his opponent away from him, causing them to lose their balance. During this time, quick Wolf players can execute a combination attack...

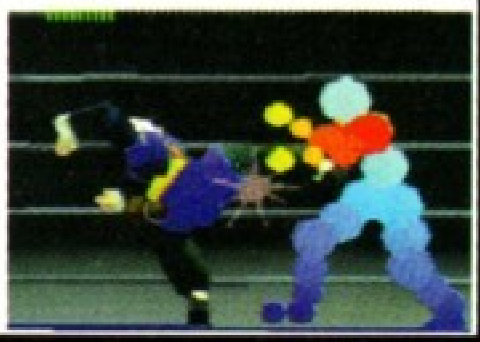
TRAINING MODE IS BACK!

One of the best things about Fighting Vipers over and above VF2 was the inclusion of a Training Mode, which allowed you to practise your techniques over and over. The same system has made its way into Fighters MegaMix, so you can get to grips with the new techniques that both the Virtua Fighters and the Fighting Vipers have at their disposal. Just like Vipers, the Training Mode is the key to opening up some of the game's additional secrets.









LION RAFALE

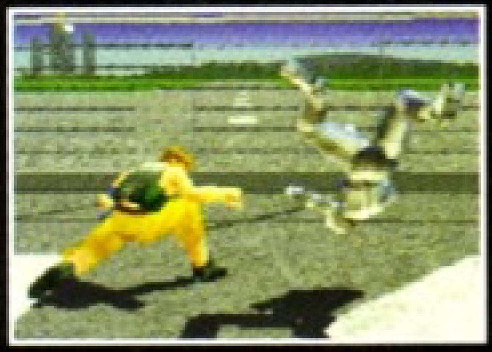
Seeking to escape the over-protective clutches of his French aristocrat father, Lion (pronounced Leon) entered the VF2 tournament, only to lose. Returning to his father's estate, Lion vowed to do better. Much better. Realising that his ability to strike effortlessly at multiple heights was his best advantage, Lion has bettered this still further with a battery of stunning new techniques. In many ways similar to Vipers' Picky, Lion has also improved with age. Now 16 years old, he has grown slightly, meaning that he hits with greater strength. Very, very similar indeed to his VF3 self, Lion's incredible techniques and improved fluidity have made him a new favourite for arcade players.

NEW TECHNIQUES	METHOD
Vertical Puncture Palm	⇧P+K
The Sky is Falling Flash Kick	⬃K
Piercing Stretch Legs	⬀K
Moving Spin Kick	KK
Axe Blade	⇨⇨KK
Rising Strike	⇦P+K
Sweeping Backhand	⬂P+K
Shadow Burst sweep	⇨⇨K+G
Dashing Poke	⇨⇨P
Traveling Pounding Sting Fist	⬀PP
Moving Bent Sweep Hand	⬇⬂⬂PP
Dash Rising Puncture Palm	⬇⇨P
Collapsing Mantis Smash	⇦P
Mantis Smash Combo	⇦P P
Mantis Combo Kick	⇦PPK
Moving Mantis Sweep Hand	⇦⬂P
Lower Beat Combo	PP⇩P

NEW THROWS	METHOD
Climbing the Mountain	⬇⇨P+G
Falling Neck Choker	⬃P+G
Sky Strike Kick	⇦⇨P+G
Sliding Below	⬂P+G



Lion's floating combos remain as good as ever.



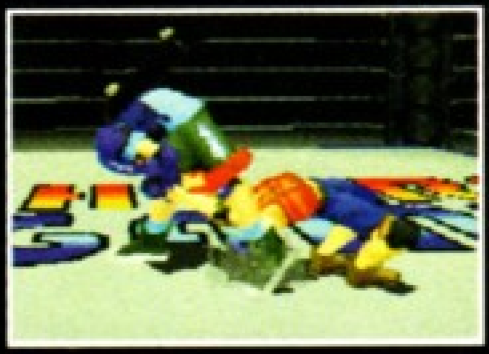
Lion's also got some new low swiping attacks.



Lion's most spectacular new technique sees him clamber onto an opponent's back and push himself off at speed.













Lion's been built upon from VF2. The vast majority of his old moves work fine, he's just been tweaked.



CHARACTER SELECT AND VERSUS ACTION!

The detailed character faces and biographies are gone from the MegaMix fighter select screen, which is kind of bad news. Still, in its place we have the mother of all select screens, with all the characters' faces shown in a cameo stylee. Notice the question marks on ten of the spaces. These are for the secret characters and gradually fills up with more faces as you complete the one-player mode variations. Notice that Dural, Kumachan, BM and Mahler are instantly selectable. No more hidden character duties for them as the real secret characters are pretty much all-new creations!





Another knee strike sends Akira flying...







Lion Rafale is one of the favoured attackers in Virtua Fighter 3 and indeed he's just as lethal in Fighters MegaMix. Master his new moves and kick some ass!

JEFFRY McWILD

Jeffry McWild continues to fight for exactly the same reasons as before. He's still in dire need of prize money with which to buy a new boat and continue his search for the Devil Shark that destroyed the old one. Jeffry's skills have been drastically improved thanks to his discovery of another ancient tome of Pancratium techniques - the art which Jeffry has singlehandedly resurrected from Roman times. Now, as well as being a powerhouse with amazing grapples and throws, Jeffry is also more than adept at hand-to-hand fighting, and has even found ways of chaining more hits straight into throws. Still not as fully rounded as, say, Akira, but Jeffry remains a formidable force if you can master him.

NEW TECHNIQUES	METHOD
Combo Kenka Hook	PP⇦P
Killing Toe Kick & Hammer	KKP
Elbow Stomp	⇦P
Tornado Hammer	⇨⇦P
Kenka Hook	⇨P
Kenka Upper	⇘⇘P
Round Hammer	⇦⇘P
Raging Hammer	⇦ ⇘PP
Shot Knee	⇦K
Kenka Kick	⇨⇨K
1. Stomach Crush	⇦⇘P+K
(After 1) Lift Up Throw	⇩P+G
Middle Stab	⇨P+K
Dunking Low	⇩K+G
Low Kick	⇘K+G

NEW THROWS	METHOD
Body Lift	⇦P+G
Tackle	⇦⇘P+G
Frontal Back Breaker	⇦⇨⇨P+G
Splash Mountain	⇘⇘P+G
Box Throw	⇙P+G
2. Head Butt	⇦⇨P+G
(After 2) Head Crush	⇦P+G
(After 2) 3. Double Butt	⇨P+G
(After 3) Triple Butt	⇨P+G
Iron Claw (low)	⇩P+K+G
Powerbomb (low)	⇘P+K+G











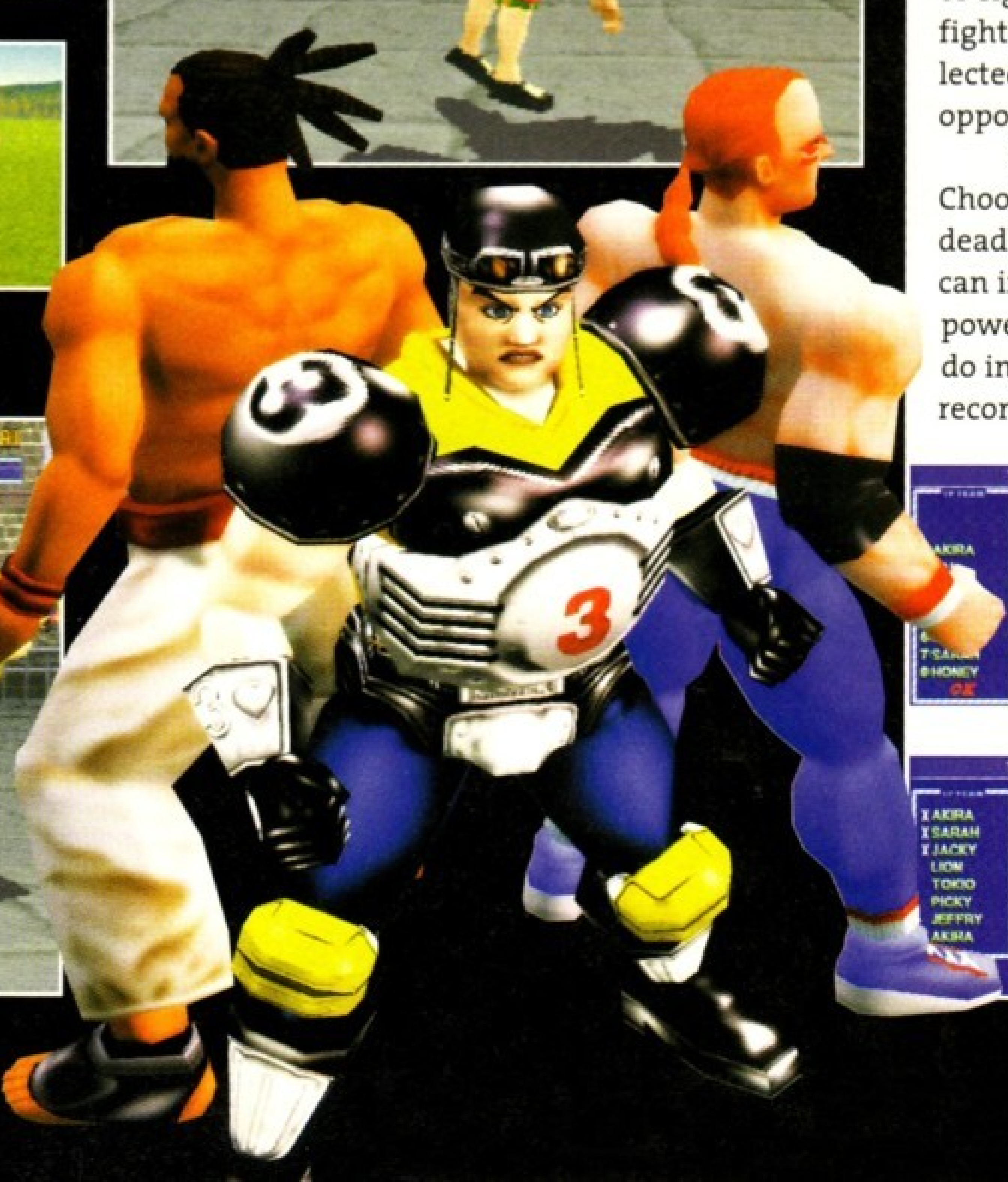






As well as improving his grapples and multi-move throws, Jeffry's hand-to-hand capabilities are also boosted.





PAI CHAN

Pai's main motivation for fighting - the humiliation of her father - remains unquenched. Determined to bring him down if it means going through the entire roster of Virtua Fighter and Fighting Vipers, she has learned new multi-level techniques and improved her reversals to Akira's excellent standards.

NEW TECHNIQUES	METHOD
Fluttering Body, Sweeping Leg	⇙K+G
Kickflip Reverse	⇖K+G
Forward Dance Kick	⇨K+G
Lunging Kick	⇨⇨K
Double Kick	KK
Planted Brush Kick	⇩K
Moving Brush Kick, Heel Kick	⇩KK
Puncture Fist	⇨⇨P
Flying Swallow-Shot Kick	⇨⇨PK

NEW THROWS	METHOD
Cracking Thunder	⇨P+G
Phoenix in the Violent Sky	⬇⇨P+G
Straddling Air Flip Throw	⇘P+G

NEW THROWS	METHOD
High Reverse	⇦P+K
Mid Reverse	⇙P+K
Special High/Mid Reverse	⇨P+K
Shadow Thunder Palm Hitting	⇘P



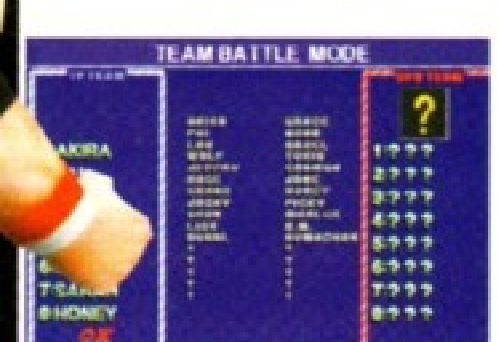


Pai's new throws and reversals are most impressive...

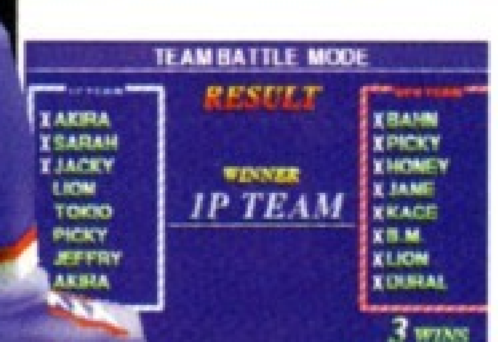
SURVIVAL AND TEAM BATTLE!

Extra modes over and above the one-player and Versus game variations have been included for your pleasure. Team Battle Mode should be familiar to all VF2 Saturn veterans. Pick a team of eight characters from the entire roster of fighters (including the secret ones you've collected) and do battle either against your human opponent's eight, or the CPU's choices.

Survival Mode is all-new and very fun. Choose either a three, seven or fifteen minute deadline and try to beat as many foes as you can in the time with just a single energy bar of power. True, you take far less damage than you do in an ordinary bout, but beating your own records is excellent fun!









THE PLANE IS IN THERE!

There were rumblings that after the no-show of the bridges in Shun's stage on VF2 that AM2 would do the decent thing and put the plane taking off in Tokio's stage into Fighting Vipers. It never happened. Until now. Okay, so it's two big sprites (the plane and its shadow) and you can't move as it flies over, but we defy any one not to be impressed when they see it! Shame about the weedy plane sprite in the air on the second round, but you can't have everything, can you?













Kage's ten-foot toss throw now links into one of Fighters MegaMix's most spectacular techniques. Following up the toss, Kage leaps up and grabs his foe in mid-air, somersaulting and bringing them crashing down to the ground. In a word: ouch.





Kage's stealthy techniques result in an unexpected range of throws and attacks. As always Kage manages to hit at unexpected levels, making him as unpredictable as ever.



KAGE MARU

The mysterious ninja character who plagued Akira's title challenge in the original Virtua Fighter managed to reach the final in the second tournament, only to lose badly. Concentrating his ninja skills on providing powerful back-up to his stealthy, sneaky attacks, Kage Maru is confident that his new-found versatility and power will make him triumphant this time around. Of all the characters in MegaMix, Kage (along with Akira) is closest to his VF3 self in terms of techniques. He retains the irritation factor that he had in VF2 and has improved the range of his combos to great effect. A potentially deadly force in MegaMix - his moves are sufficiently alien enough to practically annihilate any of the Vipers and many of the Virtuas.

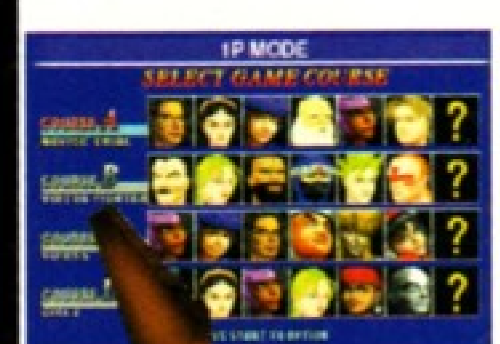
NEW TECHNIQUES	METHOD
Shotgun Helix	PP⇦P
Shotgun Helix Reverse Kick	PP⇦K
Side Shot	⇗P
Helix & Reverse Kick	⇦PK
Smashing the Mountain Cliff	⬇⇖P
Rising Dragon Fist	⇨⇩⇖P
Falling Leaf	⇦K+G
Reverse Water Wheel	⇖K+G
Full Moon Kick	⇙K+G
Falling Flash Blade	⇨P+K
Double Flash Blade	⇨P+K P+K
Twisting Flash Blade	⇖P+K
Whirling Flash Blade	⇩P+K
Wind-Flash Blade	P+K
Earth Kick	⇗K
Dragon Tail Flash	⇦⇦K+G
NEW THROWS	METHOD
Somersault Throw	⇨P+G
1. 10 foot Toss	⇦P+G
(After 1) Izna Drop	⇧P+G
Drop Shot Attack	⇙P+G
NEW REVERSAL	METHOD
Small Hand Reverse	⇦P+K



Along with characters such as Akira, Pai, Shun and Lion, Kage has now been equipped with a throw move that inflicts no damage, but allows him to attack without restraint from behind.

SOLO PLAYER VARIATIONS

Select one-player mode and you'll notice something that you'd never have seen in an AM2 game before - different routes through the game. To begin with there are four different variations for you to work through - Novice, VF, Vipers and All-Girls. The topic dictates the fighters you'll come up against. Note that you have free choice of your character, so if you want to be Akira and beat the crap out the women on All-Girls, that's your look-out. Also be aware that the boss character you face at the end of the route determines which secret character(s) you'll get for your efforts. Complete the first four variations to access another three. Complete those and two more need to be found to complete the set.









JACKY BRYANT

He's getting closer by the day to revealing the J6 Syndicate for being responsible for his Indy Car accident. He's also tremendously boosted from his VF2 days, chaining together more of his techniques to create deliciously surprising and extremely deadly combination strikes. Only his lack of new throws disappoints.

NEW TECHNIQUES	METHOD
Beat Knuckle Combo	P+K PK
Beat Knuckle Combo 2	P+K P ⇩K
Lightning Kick	⇩P+K KKKK
Lightning Kick Combo 2	⬀P+K KKKK
Lightning Kick Combo 3	⬀P+K KKK⇩K
Double Low Kick	⬇KK
Spin Heel Seed	⇦K+G
Kick-Spinning Back Knuckle	KPK
Combo Knuckle, Low Spin Kick	KP⇩K
2 Way Spin Kick	K⇩K
Elbow-Spin Kick	⇨PK
Elbow, Knuckle Kick	⇨PPK
Elbow, Knuckle, Low Kick	⇨PP⇩K
Combo Elbow, Spin Kick	PP⇨PK
Spinning Back Knuckle Combo	PP⇦PK
Lighting Straight	⬁PP⇨P
Lighting Hook	⬁PPPP
Switch Step	⇩⇩



Jacky's side throw is absolutely brilliant, inflicting multiple kicks on poor old Sarah.













Sarah's essentially the same tactics-wise in MegaMix, although her new kick combos get the job done more easily. The moonsault throw (above) is non-damaging but cool to look at.

SARAH BRYANT

Despite two hammerings from Jacky, her brother, Sarah still remains in the thrall of the sinister J6 Syndicate who have trained her as an agent to gain extra data for the Dural project. Jacky's investigations continue apace and he is close to revealing the J6's schemes once and for all. Sarah is dispatched post haste to track down Jacky and take him down once and for all. Sarah's combination prowess, which took her to the final round of the first VF tournament has been improved still further. Her range of kick strikes is now second to none and she effortless attacks on all levels, using her sheer aggression, combined with the right techniques to take down all-comers. A horrendously powerful force.





Sarah's got another new throw - this one sees her grabbing her foe by the neck and repeatedly smashing him in the knackers.







NEW TECHNIQUES	METHOD
Round Kick	⇧K+G
Step Round Kick	⇨K+G
Spinning Kick	K+G
Low Spin Kick	⬁K+G
Spin Edge Kick	⇦K+G
Spin Heel Seed	⬂K+G
Elbow, Side Chop	⇨P⬆P
Elbow, Heel Seed	⇨P⇦K
Double Kick	⇦K
Mirage Low	⬁KK⇦K
Mirage, Jack Knife	⬁KK⇩K
Toe Kick, Jack Knife	⇩P+K
Double Thrust Kick	KK
Full Spin Dive	⬃K or ⇧K
Dragon Cannon	⬀K
Low Kick	⬇K
Double Low Kick	⬇KK

NEW THROWS	METHOD
Lighting Knee Kick	⇦P+G
Leg Hold Throw	⇦⇨P+G
Moonsault	⬃P



SECRET CHARACTER #1:
JANET MARSHALL

Why have we gone to town on Janet "Hubcaps" Marshall? Because she's one of the coolest secret characters in the game! She looks identical to her outing in Virtua Cop 2, only this time she actually does something! The best thing about Janet (who you get by completing the All-Girls round in the one-player mode) is the fact that her moves list is like a slightly cut-down version of Aoi's from Virtua Fighter 3! It's true! Even her reversals are taken from the new character! We've listed all the moves we found to work here, but you should also try looking for her gun attack (which we haven't revealed). Yes, it's true - Janet pulls out her Virtua Gun and blows away her foe in a mega-damaging attack!

NEW TECHNIQUES	METHOD
Punch	P
Two Punches	PP
Two Moving Charges & an elbow	PPP
Leg of Nails Combo	PPK
Punch, Kick Combo	PK
Punch, Elbow Combo	PP⇨P
Punch, Elbow, Swipe Combo	PP⇨PP
Punch, Elbow, Kick Combo	PP⇨PPK
Punch, Elbow, Sweep Combo	PP⇨P⇩K
Small Jabs with Sweep	PPP⇩K
Small Jabs with Fat Blade	PPPK
Golden Chains of Love	KK
Elbow	⇨P
Robe Wheel	⇨⇨P
Cracking Thunder Blade	⇨K
Cloud Kick	⇨⇨K+K
Bird Running in Grass	⇩K+G
Cease to Rival	⬉P
Sleeves like Iron Swords	⬁P
Forward Swipe	⇨P+K
Floating Cherry	⇨⇨P+K
Unfurling the Fan	⇦⇦P+K
Palm of the Coupling Phoenix	⬁P+K
Low Swipe	⇩⇩P
Tiny Slaps	⇦⬀⇩⬁⇨P+K P+K P+K P+K

REVERSALS	METHOD
High Reverse	⇦P+K
Mid Reverse	⬁P+K
Low Reverse	⇩P+K

THROWS	METHOD
Small Hitting	P+G
6 Level Obi Throw	⇦P+G
Whirling Dervish	⬁P+G
Throwing the Spirit	⬇⇨P+G
Throw Low Foe	⇩P+K+G
Cedar Falls (from Back)	P+G













JAMMY BUGGER!

Bug!'s back in an all-new Sega Saturn adventure. And here's a showcase for it. The first, in fact, written by our all-new staff writer, LEE NUTTER. So here we go!





As well as being a lot more colourful than the original Bug!, the sequel is also a lot smoother and there's tons more imagination in the make-up of the graphics too! So, everything's great all-round, really.

Interestingly, the last time I counted there was only a handful of platformers available to buy on the Saturn, which seems somewhat odd considering that many Saturn owners have upgraded from the Megadrive where there is countless numbers of platformers that sell quite literally like hot cakes.The few that are available on the Saturn are mostly cack. Cases in point: Johnny Bazookatone and Clockwork Knight. So it wouldn't take much of an effort by anyone to make a platformer that would rule the genre. But those crazy guys at Sega aren't happy with that. Oh no. They want to make a platformer that will rule the world. So that's what they've gone and done, kind of. It goes by the witty (ahem!) title of Bug Too! sequel to the very popular Bug! released about a year or so ago.



However this is no ordinary platformer as it's all in 3D, adding the extra depth element to the standard left to right formula. This has the effect of making each level absolutely huge, as they stretch as far back as they do wide. This was impressive enough on the first outing, but the engine that allowed them to do this has been enhanced for the sequel making even better use of the Saturn's undisputed power. The hero (every platformer needs a hero) is Bug!, a little green er... bug funnily enough, whom we, at SSM love from the bottom of our very big hearts, even Rich. He just won't admit it to himself, he's in denial you see (No I'm not - he's rubbish - Rich).

However Bug Too! hasn't been without its problems. It was delayed for quite some months for reasons unknown to me and as a result has missed the usual Christmas frenzy where people have more money than sense and buy any old crap. Not that this is crap, quite the contrary in fact. It just may not sell as well as what it could have a couple of months ago. But it's here now and that's all we care about. So put your feet up and relax and enjoy another SSM-style Showcase on the latest platformer to emerge from the lovely people at Sega.

EVERYBODY WANTS TO BE IN THE MOVIES!

Anyone who has played the original Bug! will no doubt be aware that there is a plot to the whole proceedings revolving around the movies. As in the first outing this is revealed in its full glory in a rather nice rendered intro with loud-mouthed Americans providing the voice overs. This time around Bug! and his two great mates, (see later panel) have been offered a six-figure deal for appearing in an action movie, which is in fact the game. So if you die when playing as Bug!, don't be too upset because it's only a movie, alright?



The three heroes gather to discuss their strategies. Or whatever, I don't know.



This cool cat certainly seems to know what it's all about, which puts him one up on me.



The three main heroes in Bug Too! simultaneously sit down on large spikes.



The heroes fall to their certain death. Game Over. Or not, as the case may be.



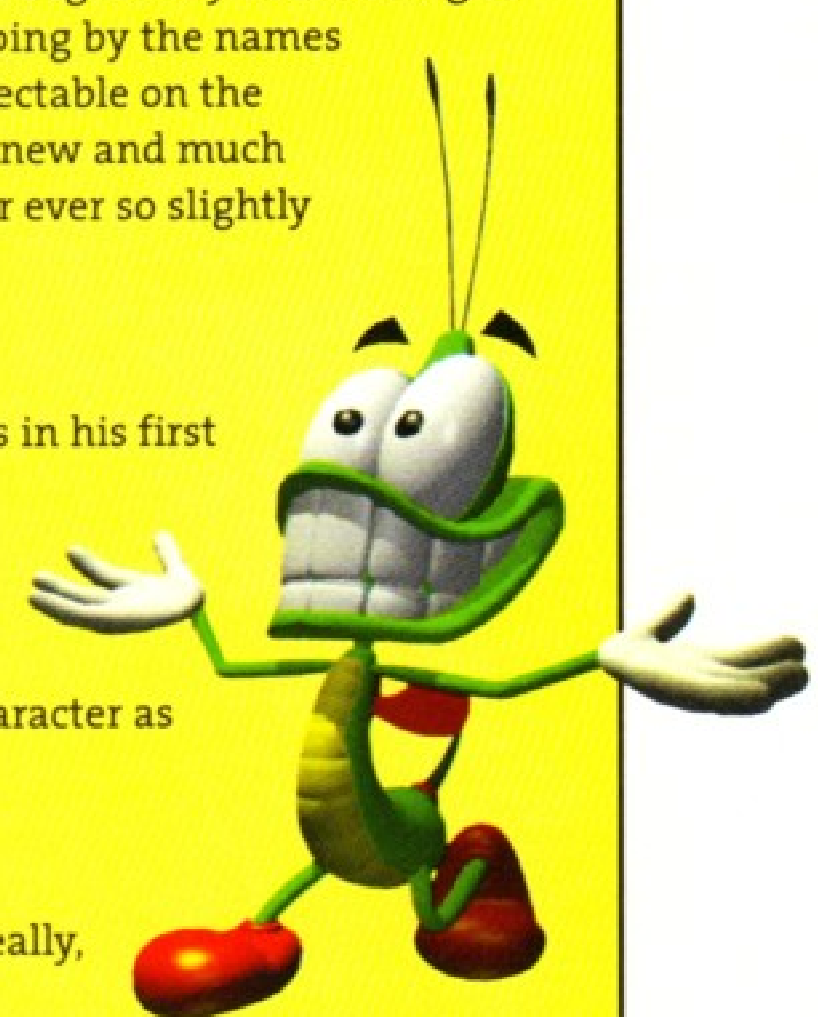






WE DON'T NEED ANOTHER HERO

So says Tina Turner anyway, but obviously the Sega Away Team thought differently and have given us an extra two. Going by the names of Maggot Dog and Superfly they are both selectable on the opening options screen and both have the all new and much needed running move. They do however differ ever so slightly from the original character Bug, here's why.



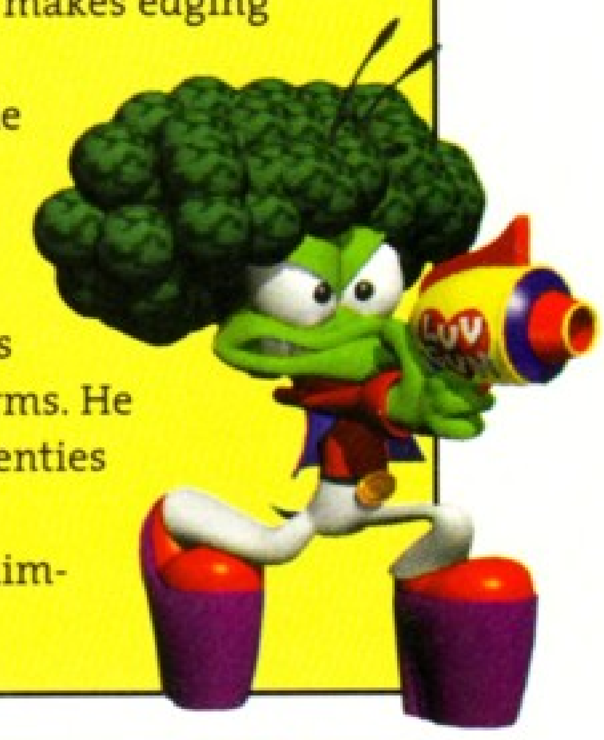
BUG

Bug himself remains pretty much the same as in his first outing, but has a quite amusing cheesy grin when he runs. Apart from that he walks, jumps and spits just as in the original. He's also probably the best all-round character as he's relatively easy to control.



MAGGOT DOG

He's a bit of an oddity really, as he is neither humourous or easy to control and collects bones instead of crystals. He tends to bounce instead of walk, which makes edging towards the end of steep drop near impossible as he leaps lemming-style over the edge and dies.



SUPERFLY

Seventies throwback Superfly will seem familiar to fans of the original as he looks like Bug! in a wig and platforms. He appears to be a little quicker than Bug! and collects seventies disco style mirror balls as opposed the normal crystals. Apart from that there is little real difference between himself and Bug!.

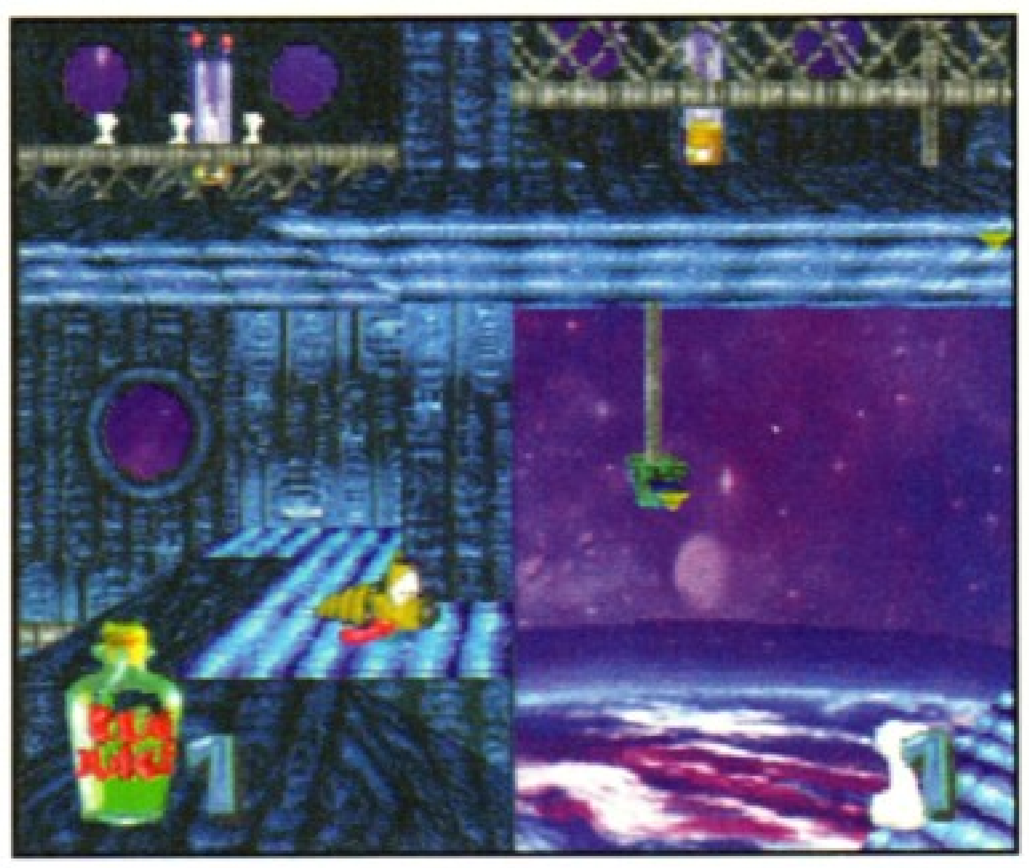




This mist effect is cool.



Maggotty Dog takes a walk. Well, a run really.

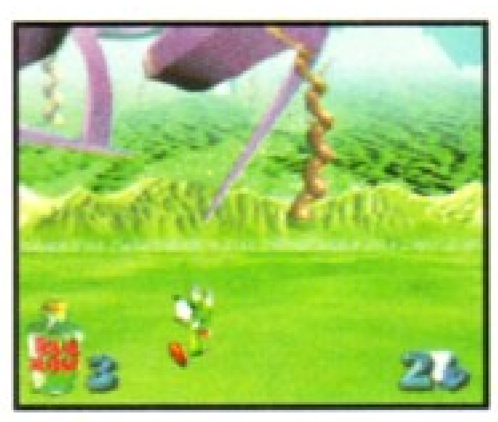














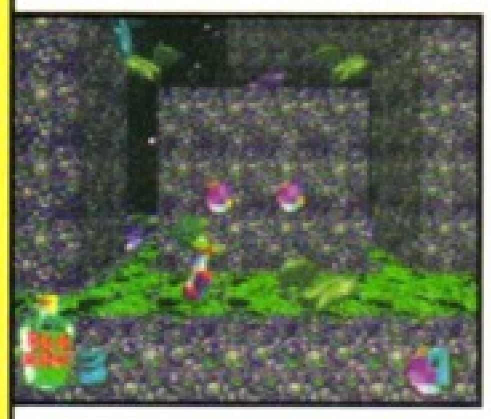
Bug Too! visually is pretty similar to the first game. However, the Sega Away Team behind the title have actually put loads of effort into it, meaning that the game's polish is impressive and there's tons of nice little touches to appreciate.

HUGE LEVELS!

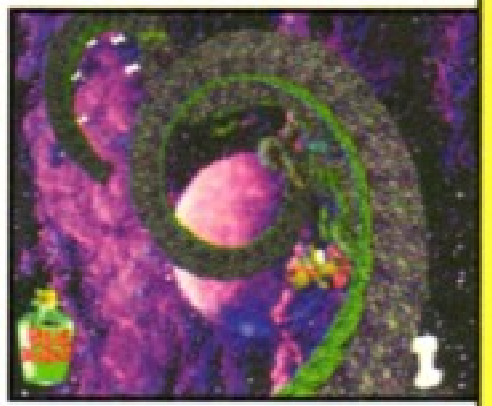
In all there are six levels for you to explore in Bug Too! with each of them being split into several stages. Continuing the movie star theme of the film, each level is a spoof of a famous Hollywood blockbuster. So for example, the film Evil Dead is obviously the inspiration behind the Bug Too! level Weevil Dead and so on. Now I know what you are probably thinking, six levels isn't an awful lot and you'll have the game finished within a couple of hours. WRONG. These levels are huge, massive in fact, stretching as far into the screen as they do across. They aren't easy either, in fact they are very tough with a decent amount of puzzle solving involved as well as the normal platform action. Now to do a guide to each of these levels would be impossible as they're just too damn big. However what we can do is give you a closer look at each of the levels so you have a rough idea of what to expect and a sneak look at the bosses too. It's all part of the SEGA SATURN MAGAZINE service, so sit back and enjoy the ride...

















WEEVIL DEAD

This is the opening level of the game and as you may expect is set in a graveyard and haunted house type scenario where the undead roam and moan freely about the place a bit. This level features some cool graphics such as the transparent mist that descends across the screen and also some particularly tough gameplay. The end-of- level boss is a huge fire breathing dragon who can be killed quite easily by spitting on him whilst avoiding the fire balls emanating from his nostrils.

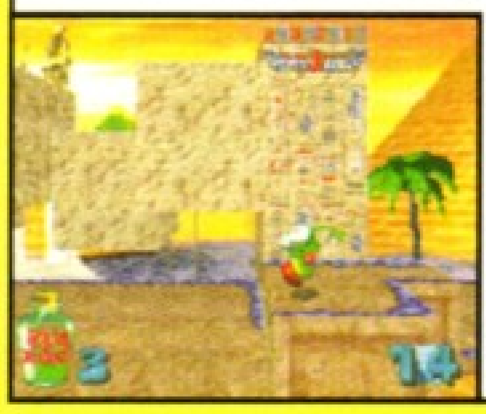


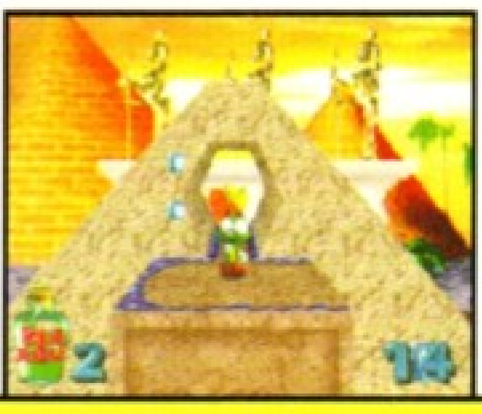




LAWRENCE OF ARACHNIA

This is a particularly sandy stage as you may expect and features some very tricky puzzles for you to overcome and some rather lovely backgrounds too. To proceed after this level you need to awaken the mummy from his tomb and employ Mario-style tactics of jumping on his head repeatedly as he legs it back and forth in demented fashion.





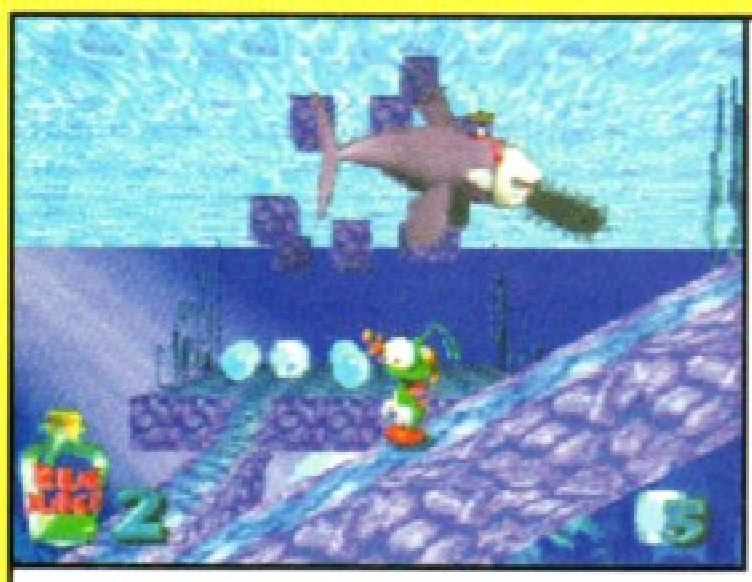






SWATTERWORLD

Based on the mega-expensive Hollywood flop of similar titleage, this level is very watery based with action both below and above the surface. Cue the opportunity to do battle with various marine life such as hammer-head sharks, crabs and such like. Visually it isn't as appealing as the others but then neither was the film. The end-of-level boss is a large sea creature who can be destroyed by propelling yourself into him with the assistance of some carefully positioned crabs.

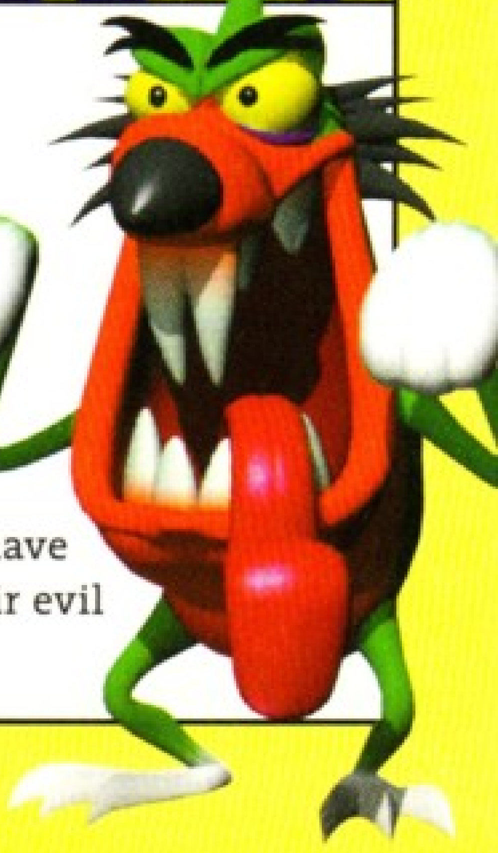






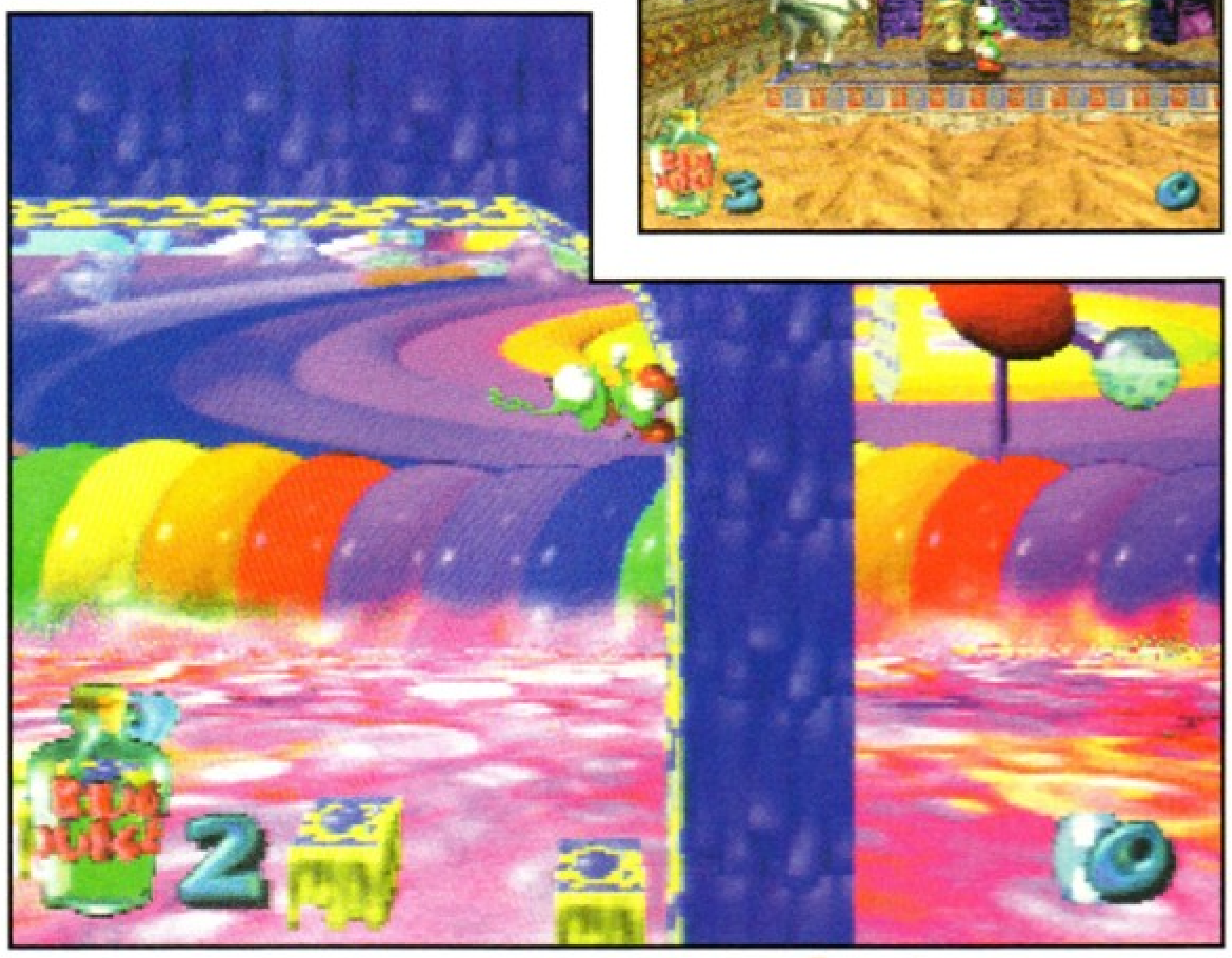
CICADA NIGHT FEVER

Looking something like a bad trip, this level is a festival of gory colours and swirly patterns based on the John Travolta musical extravaganza. Look closely at the screen shots and you'll be able to make out a yellow submarine and all manner of strange beings. There is actually three bosses on this level that blow smoke rings at you which have the effect of draining your bug juice. End their evil reign of terror by gobbing on them repeatedly.



Things get just a bit psychedelic below as Bug! shows off his wall-climbing capabilities. There's some Egyptian action to savour too, as shown in the picture to the right.





ANTENNAE DAY

Yep, you've guessed it, the standard space type level that graces most platformers with its presence. This one is a rip-off of last summers smash hit film Independence Day and features all kinds of unearthly creatures attempting to thwart your safe passage through the level. Some particularly good bits in this level include a corkscrew platform which Bug! must pass over whilst the whole screen rotates around him.















FLEE WEE'S BIG ADVENTURE

An obvious Pee Wee Herman rip off, this level has a circus theme to it. The boss is a Mr Blobby look alike and is relatively easy to beat by simple flicking the levers dotted about the place until the platform on which he is standing disappears from under him.









AMAZING BONUS STAGES!

In the original Bug! the bonus stages were pretty good fun and usually involved collecting Oscars or racing against a well known blue hedgehog. Well the Sega Away Team have really outdone themselves this time and expanded upon this theme greatly and included at least 24 bonus stages bonus stages in the sequel. These are easily accessible, just finish each stage of the normal game with at least 100 crystals. What is incredible is the vast range of them making for the most phenomenal bonus stages ever seen in a platform game ever. Some of them may seem familiar to fans of the original Bug! such as the bonus stages with the falling Oscars which Bug! needs to collect whilst avoiding harmful items. Others are totally new and make an excellent distraction from the normal platform gameplay. Though it is not absolutely essential to enter these bonus stages to finish the game, it really is recommended as successful completion of them with the correct amount of Oscars will earn Bug! an extra life or a much needed continue. Here's a selection of some of the best ones you can expect to find.

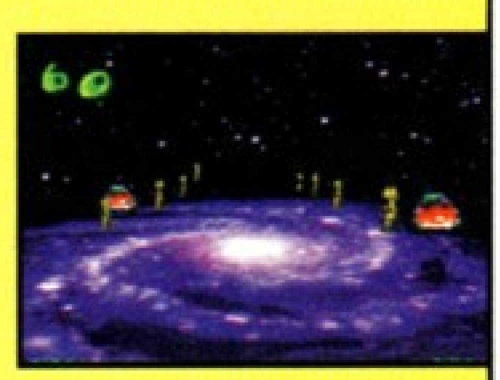
Q*BERT

The arcade classic has been given the Bug! treatment where the idea now of course is to collect Oscars and dodge the falling balls. For those unaccustomed to Q*Bert, it's kind of like Pyramid on the Gladiators, minus the muscle bound, steroid taking meat heads.



RACING

In this bonus round, Bug! pilots a Beetle of the car variety, through a series of obstacles whilst collecting Oscars and trying to beat your opponent all at once.



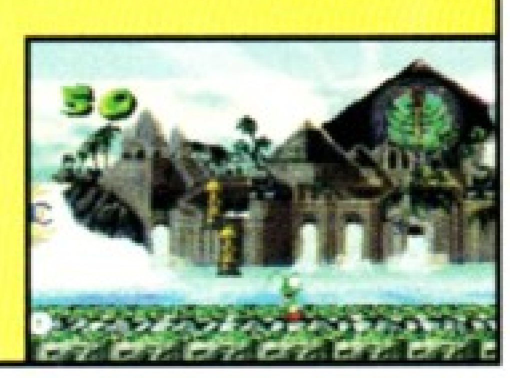
FRUIT MACHINE

This is probably the easiest of all the bonus stages as all you have to do is pull a lever to start the fruit machine and pull it again to stop it. If you stop it on three of a kind - for example three 1-UPs, you gain a life, thus encouraging the young and impressionable to gamble. Great idea.



OSCAR DROP

Another fairly easy bonus stage. All you have to do is collect the falling Oscars and dodge the more harmful items like the boulders. Simple.



YIPPEEEEE-KAI-AY,



MUDDY FUNSTERS!

It seems strange that 20th Century Fox's Die Hard series, one of the hottest movie licenses of the early 90s, hasn't been graced with a video game adaptation until now. And here it is: Die Hard Trilogy - three licenses for the price of one. Full details on this promising game from STEPHEN FULLJAMES.

Hollywood seems to work on the principle that for every aspiring criminalmastermind, there is always an unassuming action hero just around the corner, ready to foil his plot and chuck him off a handy skyscraper. Lately though, it seems that action heroes are in rather short supply, as balding Bruce Willis has been pressed into service as New York cop John McLaine nO less than three times. And in each film there is a fresh evil geezer pitted against him. It makes you wonder if there is some kind of criminal mastermind finishing school out in the depths of Eastern Europe. Rich should know, for he proclaims himself to be 'The Master' (available for weddings, christenings and... well you get the idea), but more on that another time.

The original Die Hard has gone on to become a genre-defining film. Hence movies like Speed (Die Hard on a bus), Broken Arrow (Die Hard just about everywhere) and Under Siege (Die Hard but not very good) are all compared to Die Hard by critics who can't think of a better way to describe them. But the three Die Hard films are significantly different to each other. While the first is essentially contained in one building, the second, Die Harder, gave McClane a whole airport to wreak havoc in and the final film, Die Hard with a Vengeance, involves most of New York, which as you can guess, is pretty damn big! It would have been hard to cover these three disparate films in one style of game, so Fox turned to veteran movie license coders Probe to see what they could come up with. Having read an early script of the third film, Probe put forward an idea for a driving game based on the car chase sequences of the film. Obviously this wouldn't be quite so suited to the action of the first two films, so the developers hit on the idea of making each film into a separate game, but assembling them together into one top value package - and here's where you get to see everything!

Die Hard Trilogy is reviewed next month.

DIE HARD

THE FILM

New York cop John McClane arrives in Los Angeles to attend the Christmas party of his wife's company, the Nakatomi Corporation, in their shiny new office tower. Cue the arrival of a van load of terrorists, commanded by German nutter Hans Gruber. They manage to hijack the building while McClane is predisposed in the lav, leaving him no option but to take the building back by getting dirty, cutting his feet on shards of broken glass and crawling around the air ducts between floors of the skyscraper.





THE GAME

The game adaptation of the first film stays pretty close to the plot, in that you play a grubby shirted, barefooted McClane as he legs it around the twenty odd floors of the Nakatomi Tower disposing of villains with extreme prejudice. Where it starts to career off-track, however, is the sheer number of bad guys available to be blown away. Weren't there only about twenty terrorists in the film? Oh well, we wouldn't want to put all those spare bullets to waste...

A CORRIDOR GAME

Die Hard uses a third person perspective, with the 'camera' following McClane as he jogs about. To prevent scenery getting in the way and obscuring your view, walls are quickly but subtly faded out as McClane passes them. The graphics aren't always drawn too far into the distance either, but apart from the more open car park levels, this isn't particularly noticeable. As with the other parts of the Trilogy, elements of the backgrounds can be destroyed; shattering the many glass walls produces the most spectacular effect. Having said that, any one expecting PlayStation style transparency effects is going to be disappointed.



NOW I HAVE A MACHINE GUN

True to the film, McClane is able to collect more and more lethal weaponry as the game progresses. Machine guns are great for taking out whole lines of bad guys (and windows and stuff as well), while grenades come in handy for enemies hiding behind the cars in the basement. Fortunately for you, the absent minded terrorists also leave extra ammo just lying around the place. Fools.

A HOSTAGE TYPE SITUATION

On each level there are hostages to rescue, just finding them is enough to free them. Unfortunately they tend to hang around the level for a while once released, making them easy targets for stray bullets. Oh and watch out for the bomb!





DIE HARDER

THE FILM

It's Christmas again, and John McClane is meeting his wife at Dulles Airport. Except, wouldn't you know it, terrorists take over the airport and threaten to start crashing planes into the runway if their demands are not met. So it's up to one man army McClane to stop the bad guys once again, and save his missus, once again. This film is memorable for the fantastic finale on the wing of a Jumbo jet in mid take-off.



Die Hard 2: Die Harder. A cool game to play, but better than Virtua Cop? No. I don't think so.



THE GAME

Inspired by AM2's classic Virtua Cop series, the section of the game based on Die Harder sees you as a tooled up McClane searching the airport terminal for bad guys. Fortunately it's 100% compatible with the Virtua Gun..



GUNS & AMMO

Die Harder goes completely over the top in the weapons department. Alongside your standard automatic pistols; M-16 and MP5 machine guns, tracer bullets, Berettas, explosive shotguns, grenades, and rockets can be picked up. Grenades act as smart bombs, clearing large areas of the screen in one go. Most of the more powerful weapons are concealed in hidden parts of the levels, so be prepared to search for them.

GOOD COP, BAD COP

There is a slightly sick sense of humour in Die Harder. Whilst you are awarded Good Cop Bonuses, innocent citizens get blown away with alarming frequency while McClane just mumbles 'Sorry' or 'Whoops' under his breath. Large areas of each stage can also be trashed too, Virtua Cop 2 style.





DIE HARD WITH A VENGEANCE



THE FILM

The third Die Hard film ditches the Christmas scenario, but brings back the psychotic Gruber in the form of the original bad guy's brother, Simon. Cue a twisted game of Simon Says involving New York, school children and high explosives (a volatile combination at the best of times), as Gruber part 2 appears to be getting revenge for the demise of his sibling. Or is he? In the end it all turns out to be a front for a spectacular bank raid, and McClane, aided by cynical shopkeeper Zeus, is forced to chase after the stolen gold that Gruber: The Sequel is trying to smuggle it out of the country incognito.





THE GAME





Most of the plot of the third film has been chucked out of the window for the game adaptation, which casts the player as McClane again, this time frantically driving a taxi round New York streets trying to defuse bombs that have been left in phone boxes. With nods to the action of the film, the in-game locations range from regular grid pattern streets to Central Park, and even huge underground tunnels through which Gruber is escaping with the gold.

BOMBTRACK

While the bombs can be defused by simply driving into them, you have an extremely tight time limit in which to find each one. This is not helped by the fact that the bombs are not always stationary, on occasion they are actually strapped to other cars, which you have to ram off the road in order to disarm them. Assorted power-ups are available to help you, including one which summons an ambulance, thereby clearing all the other cars off the road for you! So there you go - John McClane is pretty cunning too. Although obviously he's watched The Cannonball Run a few times too many.

I LIKE DRIVING IN MY CAR

Although you start the third section of Die Hard Trilogy in a bog standard hijacked New York taxi, more rapid motive power is available to you. Find a parked police car and you can 'borrow' it for a while, which is handy as this new motor is quicker and has a flashing light that clears the traffic for you.

TRAVEL SICKNESS

Playing from the in-car view gives you a better sensation of speed, and a more interesting perspective on what happens to any innocent pedestrians you might happen to run over in a zealous fit of Roscoe P Coltrane style "hot pursuit". Their blood gets splattered tastefully all over the windscreen, but your vision is not impaired as your taxi is fitted with windscreen wipers to keep the screen clean. How's that for service?



McClane commandeering a Taxi in Die Hard with a Vengeance. This must be Greenwich Village as there are no skyscrapers.



"Lock on baby, I'm getting a hard-on!" © Oz Browne 1990. No, he really does say that. In real life.



McClane drives his half-inched police car into a 1-UP. Just like the film. Or rather, not.

SONIC BLAST 3D

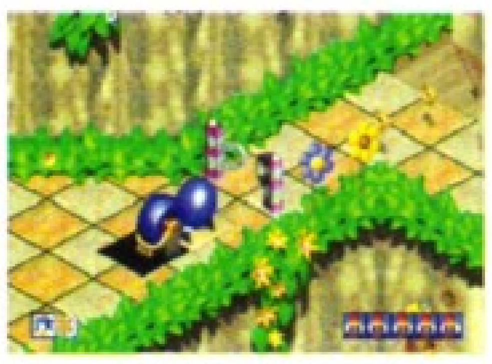
No one was more surprised than I when Sega launched the Saturn without a Sonic game to support it. With the exception of a small cameo appearance in Bug!, Sonic appears to have literally disappeared of the face of this planet.

BY	SEGA
PRICE	£TBA
STYLE	PLATFORM
RELEASE	FEBRUARY

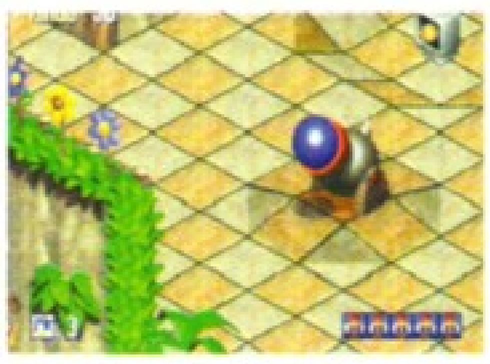








Gather speed on the rotating wheel and hold tight!

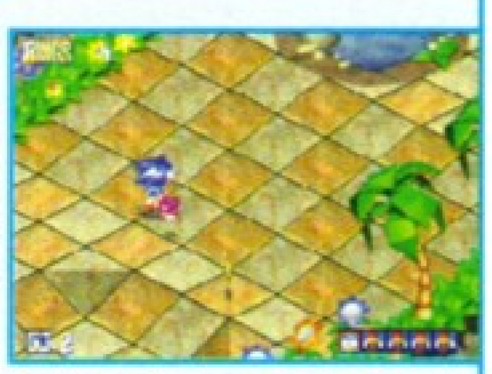


Fire yourself out of the cannon to get to the bonus round.

WARP THIS WAY

It seems as though Sonic's been around for ever and it's true that he is knocking on a bit now, but he hasn't quite reached that golden age where you can get a free bus pass. So to get around from one stage to the next he has to warp through a giant golden ring, but only after he's collected those pesky Flickies.









Before we get sack loads of letters from readers insisting they've seen him at SegaWorld, hear this. It's not really Sonic. It's just an out-of-work actor dressed up in a Sonic suit trying to pay for his drama classes. Oh, and Father Christmas is a fraud too, not to mention the Easter Bunny and don't get me started on the Tooth Fairy. Then when news broke of Sonic XTreme being canned we all but gave up hope of ever seeing our spiky blue hero on the Saturn. But with consumer demand being so high, especially in the States, in their mighty wisdom Sega decided to port over the Megadrive hit Sonic 3D; Flicky's Island. So here it is, at last, Sonic on the Saturn. But was it worth the wait?



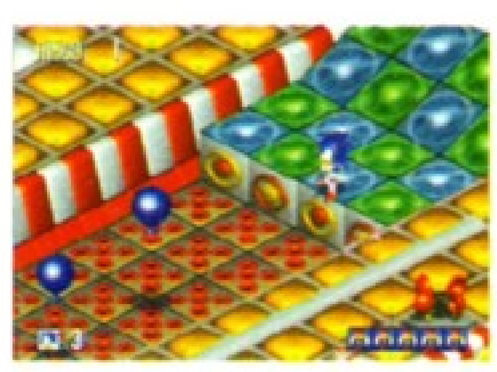
The new Sonic title is set over seven levels, each divided into three acts with each of those sub-divided further, much the same as in the previous Sonic outings and with a boss at the end of each level. The game itself adopts an isometric viewpoint allowing Sonic to run in any direction within the confines of the level as opposed to the tried and tested running from left to right formula. This of course is quite a departure from previous Sonic games which has the effect of preventing players from speeding straight through the levels in a time trial-like way. The emphasis now than ever is on exploration and puzzle solving, though the game manages to retain much of the speed that has become accustomed with Sonic.

The gameplay too has undergone an overhaul. Yes you still have to get Chaos Emeralds and destroy Dr Robotnik... again. However the ways and means by which this is achieved is quite different. It is your task as Sonic to collect Flickies and lead them to the giant gold rings where Sonic then warps through to the next section. The Flickies however, have been changed into robots by the evil Doctor and it is these that are destroyed in order to set the Flicky's free.

Chaos Emeralds can be collected by taking at

There's not so much of a fanfare this time around since this is effectively a Megadrive game graphically updated for Saturn

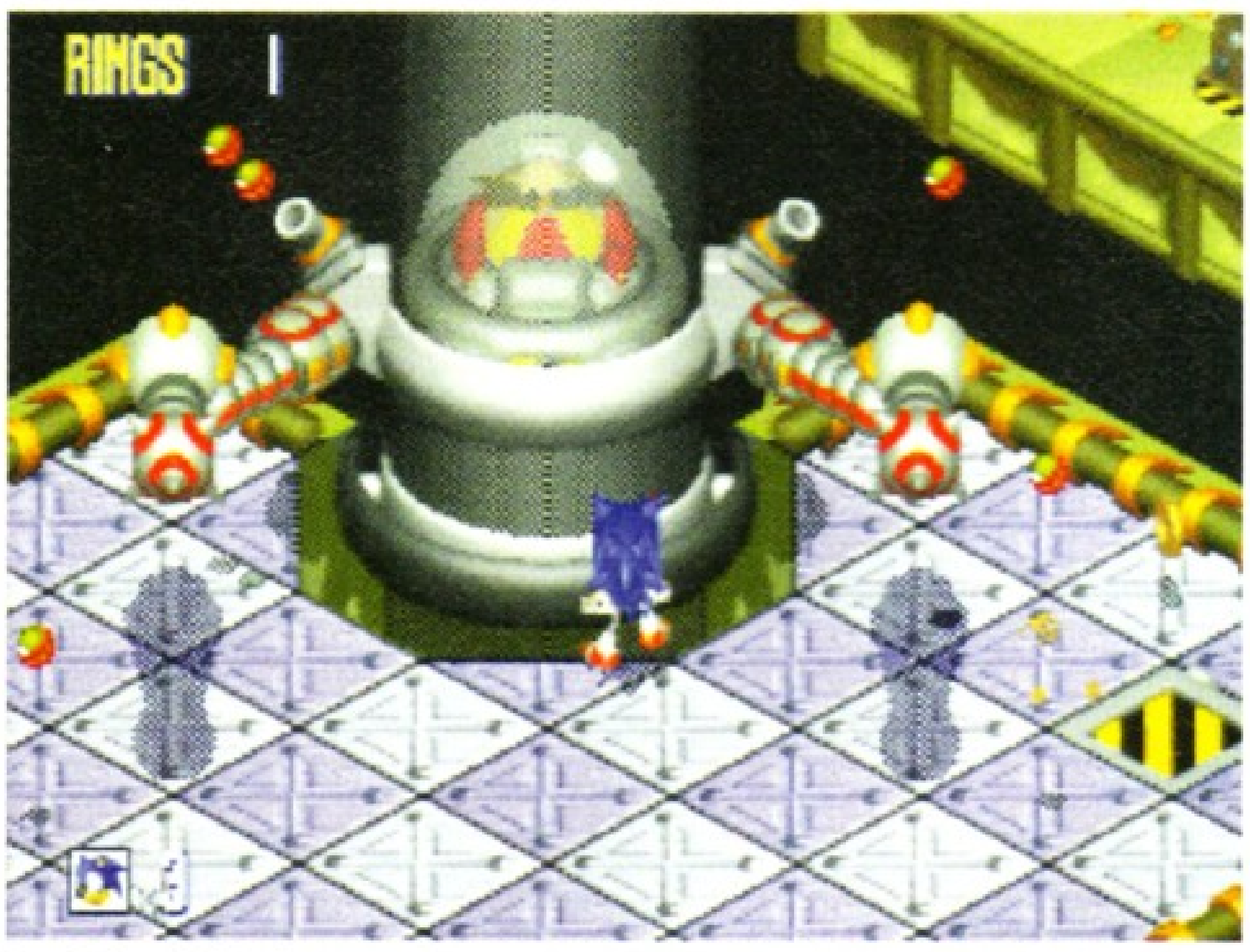


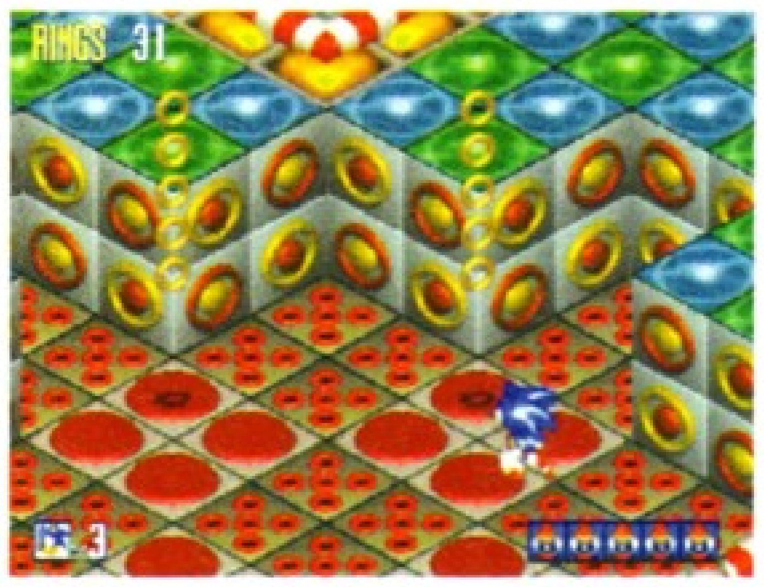


(Above) The typically annoying ping-pong stage makes a return. (Below) Sonic sheds his rings... again!









Another excellent shot of the annoying stage.



Doc Robotnik finally meets his match in the final level showdown. The general idea is to dodge out of the way of the robot arms, then leg it round the back and smack him when he's most vulnerable, thus destroying him and winning the love and admiration of the inhabitants of Flicky's Island.



least 50 rings to either Tails or Knuckles, yes they're back too, and entering the bonus stages. These are completely new for the Saturn version of the game although they will be familiar to veterans of Sonic 2. They feature a light-sourced, polygon Sonic running through a winding tube collecting a set amount of rings and avoiding the bombs for obvious reasons. These sections were actually created by the Sonic Team and essentially the highlight of the game. The music also deserves a mention as it's pretty cool and adds immensely to the atmosphere, being very Sonic-like in some places and totally different in others. The moves will also be familiar to old Sonic pros with the regular run, jump and spin dash attack as well as the various shields.

On the whole though I'm afraid to say that this isn't the Sonic game that most people want or deserve. Don't get me wrong, I love Sonic in a platonic, male-bonding, man to man kind of way. But with the quality of Saturn software being so high over the last year or so we've come to expect more from a platformer than merely a tarted up version of an albeit great megadrive game. The chessboard-like playing area is very samey throughout and the whole game lacks the small touches of genius that made previous Sonics so great. There are some nice graphical touches though, such as the variable weather conditions with impressive transparent effects giving the impression of fog and not forgetting the cool special stages complete with polygon Sonic. But to be honest it still looks very much like a Megadrive game which is essentially what it is.

However I don't want to trample over this game too much, as despite its graphical limitations, Sonic 3D is still extremely fun to play and it must be said possibly the toughest Sonic outing to date. The third dimension and new style of game play that has been incorporated make this a very challenging game. Best of all, it just feels so damn good to be playing Sonic again.

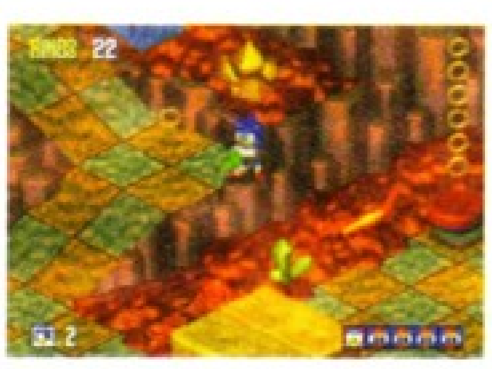
Admittedly this game is hardly likely to change anyone's opinion who didn't like Sonic before, even those who did may not want to own this one. But look beneath the 16-bit graphics and there's a lot of game play just dying to get out. So until a Saturn specific Sonic comes along it'll just have to do.

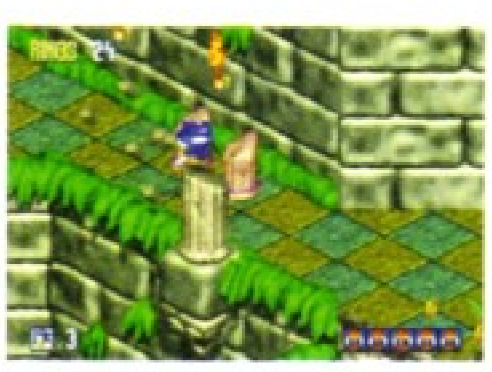
LEE NUTTER











(Above left) The volcano type stage is particularly tough. But in the true tradition of Sonic this can all be avoided with a shield that protects you against all things hot. (Bottom Right) Sonic smashing through concrete pillars as only he can.

POLYGONTASTIC

One of the highlights of this game is the excellent bonus stages featuring a polygon Sonic running with haste down a long, tube like thing collecting rings. It's not hard to get to either, simply....













Sonic the Hedgehog in ice-cube form. Lovely.



A seemingly friendly snowman, but don't be fooled.



Hardly the Sonic title that Saturn owners deserve but a fine game nevertheless.

graphics	72
sound	86
playability	85
lastability	79
overall	82%

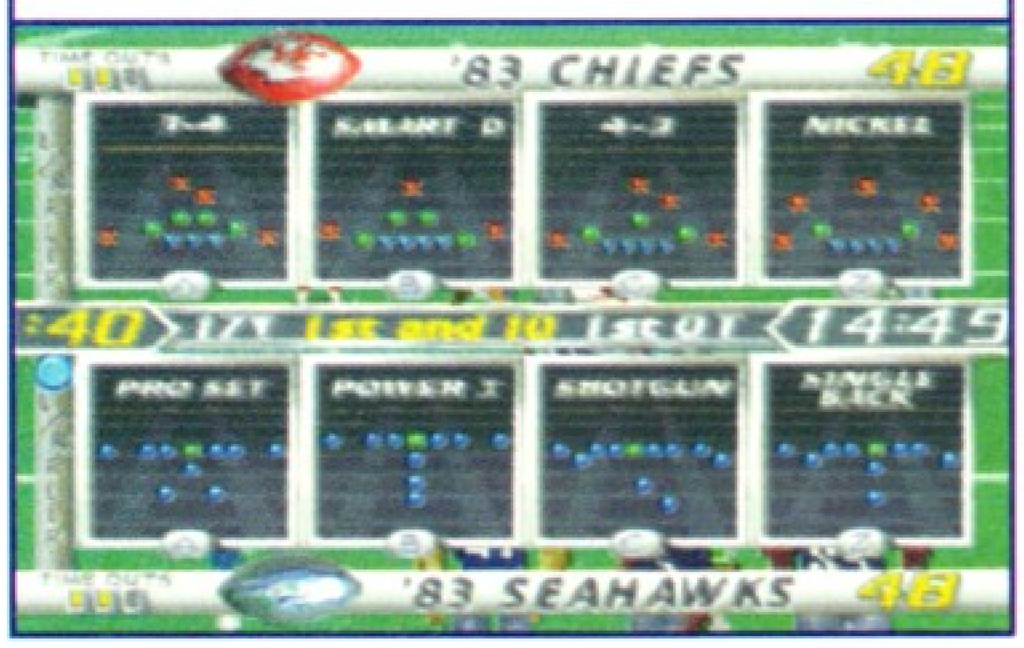
NFL QUARTERBACK CLUB '97

Acclaim's latest is an update of their first foray into the heady realms of Saturn American Football. Can it compete with the mighty Madden Football?

BY	ACCLAIM
PRICE	£39.99
STYLE	AMERICAN FOOTBALL
RELEASE	OUT NOW

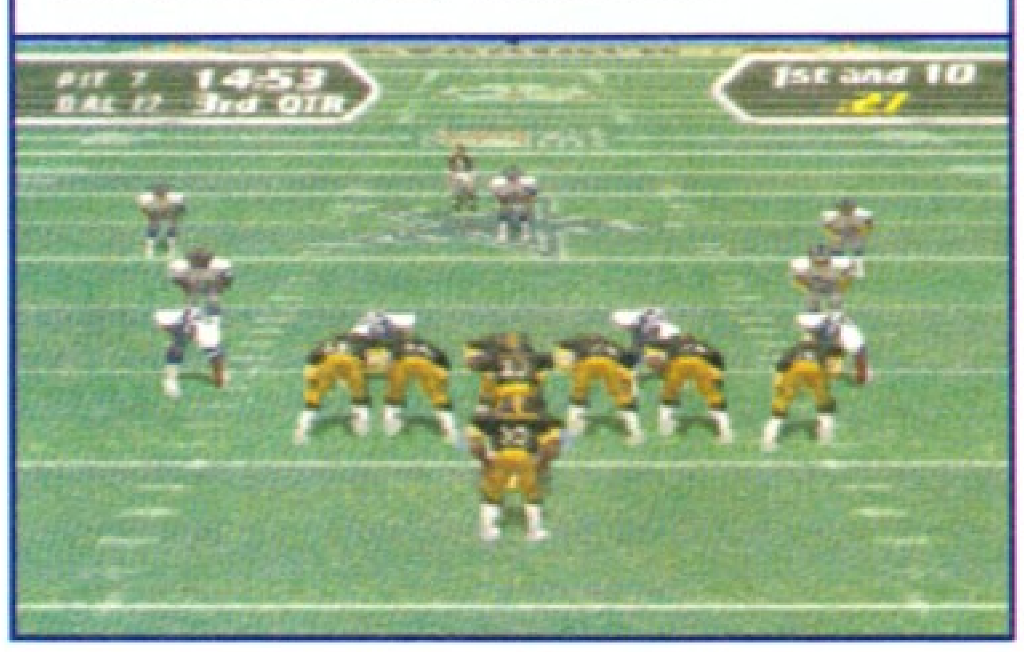
GAME OPTIONS

One area in which Quarterback Club attempts to improve on the almighty Maddens is in its range of game variations. As well as sorting out pre-seasons matches, play-offs, pro-bowl and seasons games you can enter the simulation mode where you can replay situations from the past... or even the future thanks to the ability to create your own situations. This isn't new to NFL QC 97, and was in fact in previous Quarterback Club games. Now why haven't EA copied this - it's a pretty cool idea.



MULTIPLAYER - THE FULL MONTY

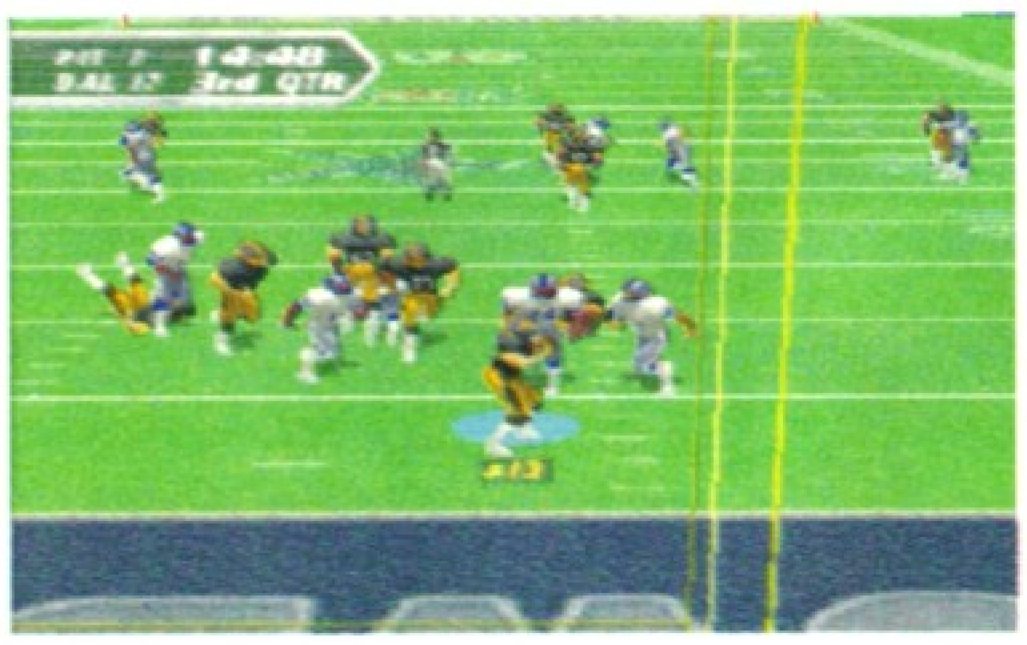
Okay, you've massed your 11 mates around a gargantuan 50" projection monitor, you've got your two multi-taps and the requisite 12 joypads! What now? Well, you figure out exactly what you want to do with this mass of people. NFL Quarterback Club allows you to all act together on the same team OR split you up so you compete against each other. Then all hell breaks loose as everyone gets quite confused. And then eventually works it out.



When the first NFL Quarterback Club was released on the Saturn it achieved what I would consider to be a fairly good mark here in the hallowed pages of SEGA SATURN MAGAZINE. Well, I have to think that there was "shome mishtake shurely", because the game (although okayish) just wasn't in the same league as John Madden... on the Megadrive.

With the arrival of this pseudo-sequel, Acclaim had the opportunity to do better. Much better. After all, the company are flying high after the success that is Bubble Bobble, Bust-a-Move and Alien Trilogy so surely we can expect some kind of quality.

Upon first loading up the CD, NFL immediately begins to irritate as it becomes clear that like its predecessor, the game features no kind of PAL optimisation whatsoever. A passing Mean Machines reviewer sniggers, "Is that the widescreen edition?" but he has a point - the borders are huuuuge! Luckily, being the owners of switchable Saturns here at SSM I can immediately switch the game into NTSC for a better full-screen display. But wait. I'm not going to. For the average punter, this pint-sized screen is your lot.





A huge kick down field here. Fascinating stuff.

Into the game proper and we enter the familiar territory of the average 32-bit sports simulation - the plethora of options. In this regard, NFL Quarterback Club isn't really too bad. There's all of the teams you would want (this being an officially licensed game and all) plus the ability to trade players and engage in any one of many different game variations. From a quick play session to a full-on season, Quarterback Club will easily sort you out in record time.

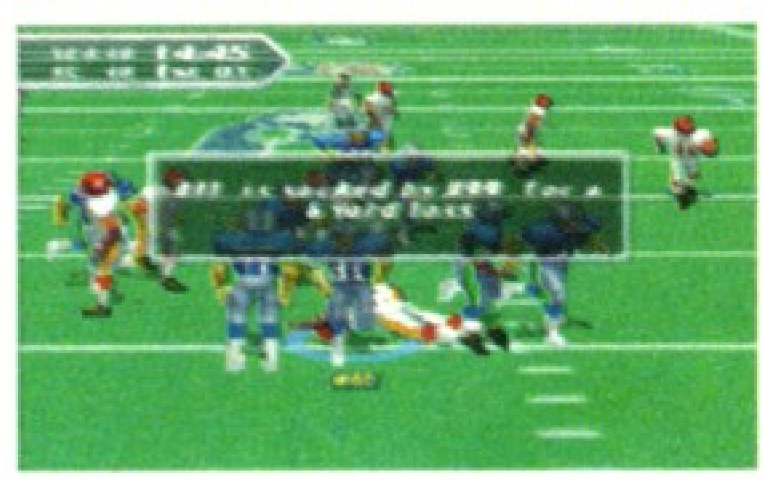
Sports sims are often enhanced by multiplayer optionary and this game easily sorts you out in this regard to. Provided you have the multitaps necessary you can indulge yourself in a gargantuan simultaneous 12-player session! It's a nice option, but let's face facts: who has access to one tap, let alone two (plus the obligatory 12 joypads!). A nice idea, but it's the two-player mode that's going to get the mileage.

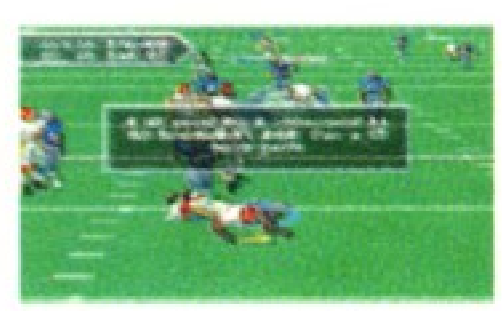
Right then, the game's on, and I've just about got used to the letterbox display. Graphically speaking, Quarterback Club is below average. The 3D technology

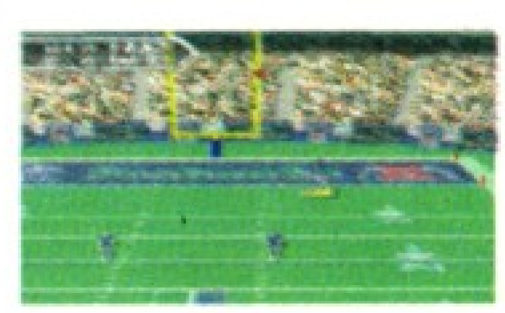
The jerky 3D update and horribly pixelly graphics count heavily against this particularly average American Football sim



I think this is where we see one of the alternative camera angles on display. There's a fair few of these accessed via the options screen which appears when the game is paused.

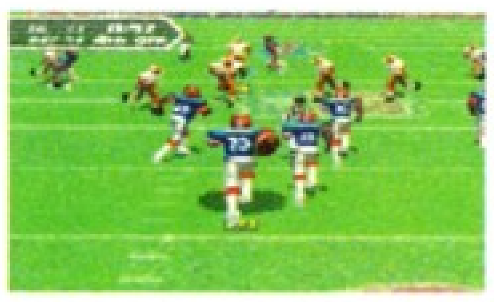












A sequence of pretty nondescript football action.



The teams line-up for action.

LET'S SEE THAT ON THE MONITOR

At any time during the game you can press START to bring up a nice menu for you to fiddle around with. All manner of frippery is available here including the ability to replay the last bit of action from a variety of angles. Quite a nice touch, but not as good as the equivalent bit in Madden 97.





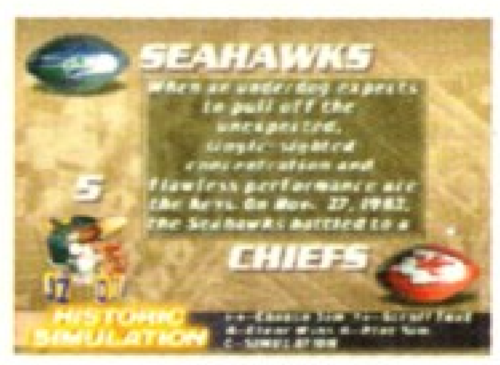


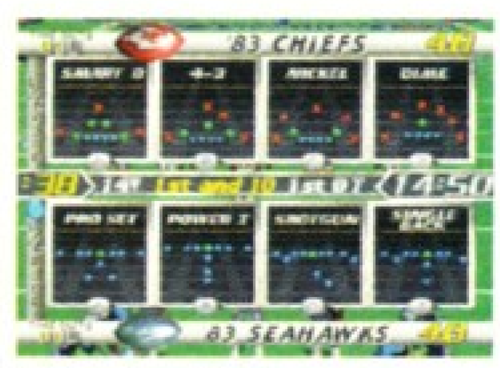
Another fancy camera perspective.











What you can't see are the huge PAL borders. D'oh!



And they're just about ready for the off. Or whatever.

used to represent the field and the players is not going to impress everyone. The update is a little on the jerky side and the definition is frankly poor. There's no polygon trickery or anything on the players. Nope, they're expanded sprites mate - and not very good ones at that. When your players congregate for a scrum-down (or whatever the American Football term for it is), it's almost more hideous than a Megadrive attempting sprite-scaling. The animation on the players is unconvincing and unrealistic and the amount of frames actually used for the characters just doesn't do the job properly. I'm sorry, but I really do think I prefer John Madden's... on the Megadrive.

The fact is though that Madden is back... and this time he's on Saturn. Now I wasn't as impressed with the EA Sports effort as my colleague Paul Glancey was last month, but even I can see that what they've achieved is far in advance of what's on offer here.

The only one thing I would put in Quarterback Club's favour over Madden's is the way that you choose your plays. It's ever-so-slightly more comprehensive than Madden, but this is all for nought when it actually comes to executing your cunningly crafted strategies. That leads me on to what is probably my biggest complaint with Quarterback Club - the controls just aren't as intuitive as you would want. Whereas within nanoseconds I was happily pulling off excellent runs and passes on Madden, with Quarterback Club I was spending ages working out just how the controls work. A nice little chart is provided that tells you when to press which button and why, but the fact is that it shouldn't be necessary. Where Madden really canes Quarterback Club severely is simply in its ease of use and thus its enjoyment. As stated before, I'm not the world's authority on American Football games, but I've had plenty of enjoyment from previous attempts to replicate the sport (most of them having the name Madden in the title) and I can clearly see a game that compares woefully with the EA title.

RICH LEADBETTER

Although quite nice in some regards but Quarterback Club is out-gunned, out-quaffed and basically out-done in every way by EA's Madden '97.

graphics	65
sound	67
playability	63
lastability	65

overall **65%**

Can Acclaim's effort match a near-flawless EA Sports excursion? Well, to be honest, No way! Madden still rules at this time

NBA JAM EXTREME

Acclaim's range of freaky basketball games makes a comeback in this all-new, three-dimensional, two-on-two interpretation of the sport... with grotesquely large-headed players! Eugh. Sick and depraved? Read on and find out, hydrocephalic sports fans.

BY	ACCLAIM
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	OUT NOW

BIG-HEADED SPORTSMEN!

NBA Jammers of yesteryear will recall commanding secret teams made up of programmers and the Clinton administration. NBA Jam Extreme incorporates a whole host of new secret novelties for you to discover. The most obvious one isn't really a secret at all – register your player and you can give him an enlarged head. But how about players with Smileys for heads, inviso-players and players with giant feet? Watch the tips section and we'll reveal how these work in a future issue of SSM!







My goodness! These ARE big fellows! Pick your brace of real-life NBA stars from a selection of over 100!

Boomshakalaka... and so forth. Looking back on it, we can't quite fathom why Midway's NBA Jam was such a hit - possibly one of these youth trendy product placement culture things - but a hit it certainly was. It's cut-down, less-players, special-moves basketball action made for a strange sports 'simulation' but a mighty popular coin-op - and a mighty popular SNES and Megadrive game also. By the time NBA Jam: Tournament Edition appeared the excitement had died down somewhat, but the arcade-perfect Saturn conversion provided a satisfactory dose of entertainment for those still afflicted with a craving for knockabout two-on-two action.

Here we see Acclaim spreading the NBA Jam even further with a souped-up sequel. NBA Jam Extreme combines the fast-and-loose gameplay of the earlier games with new texture-mapped 3D graphics and loads more of those crazy secret features that have been the talk of the tips pages since the first NBA Jam game.

The fundamentals of the gameplay are the same as ever; two teams of two players take to the court with the sole intention of grabbing a ball and repeatedly stuffing it through the elevated hoop at their opponent's end of the court.

The action begins on a team selection screen where players choose their on-court counterparts from a range of over 170 NBA players in 29 different NBA teams. Solo players have to content themselves with controlling just one of the four players on the court, and influencing the passing and shooting of his team-mate. With two players at the controls you can team up to take part in a tournament. For maximum thrill-power, though, four multi-tapped competitors can play practice games, each of them guiding the actions of one of the basket-stars.

Players can enter their initials and birth dates and the game keeps a record of games won and lost, percentage of successful shots and three-pointers, and other stats.

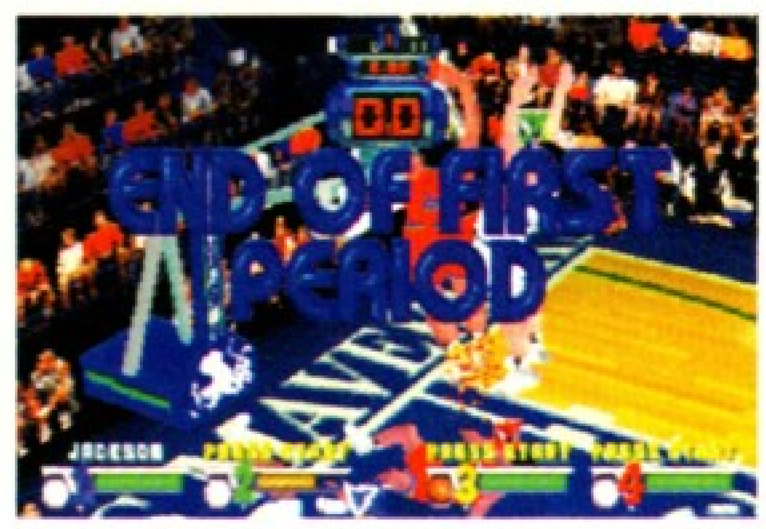
All this isn't too far removed from previous NBA Jam games, but when the action begins the difference between old and new becomes evident. Instead of being two-dimensional sprites, the players are now all 3D models, texture-mapped with the appropriate team colours and even the face of the real-life NBA star. Motion-captured animation makes the player movements more realistic, and the view







Now he's just showing off. The big show-off.



Just in time too. My shoes had caught fire.





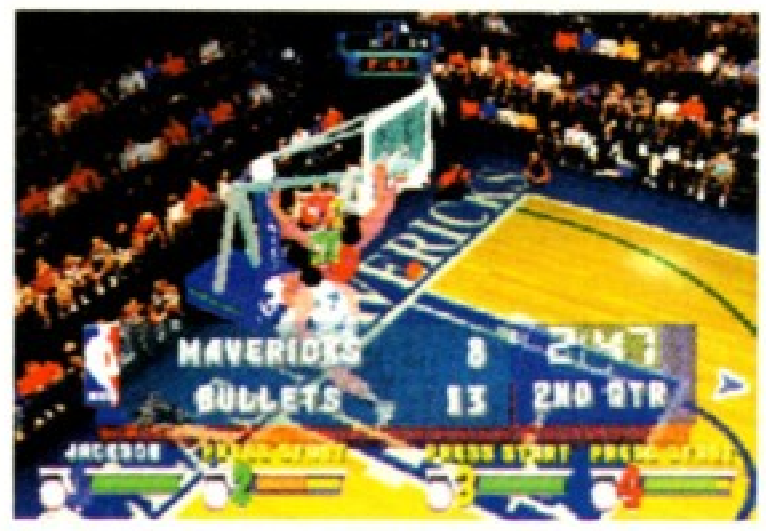




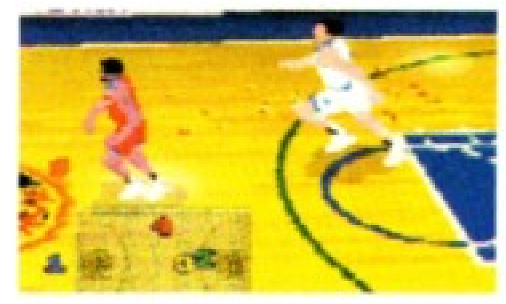




He shoots... but does he score, I wonder?



He shoots and, indeed, scores. Zzzzzzz...











That's it mate. Pinch their bums. That'll make them jump.



Who's that fat bloke? He's off to the pie shop by the look of it.



Footprints of flame! He's smokin'!



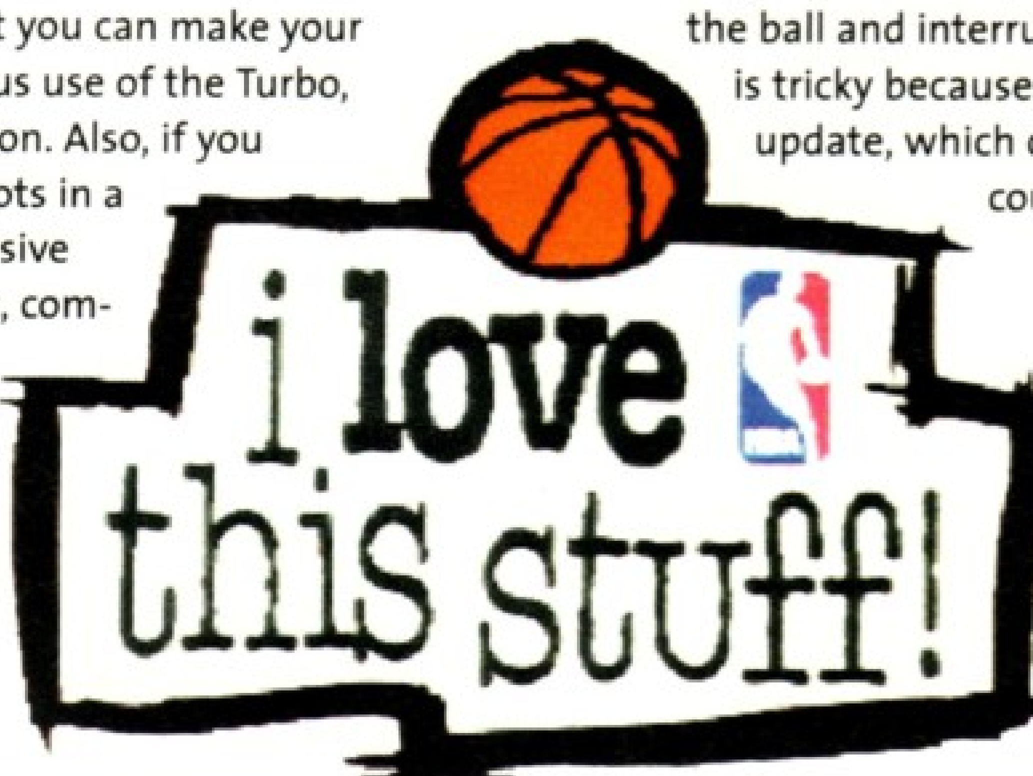




As in most basketball games the action can end up simply bouncing backwards and forwards across the court.

swoops around the court to follow the action instead of merely scrolling left and right as in the original games.

One of the hallmarks of all the NBA Jams to date has been the crazy slam-dunking stunts, and these have been retained in Extreme. Indeed, Acclaim have added 30 new moves that you can make your players pull off by judicious use of the Turbo, and the new Xtreme button. Also, if you shoot three successful shots in a row, or block three successive shots on your own basket, commentator Marv Albert declares you to be 'Smokin'. In 'Smokin' mode you have the temporary benefits of turbo-speed that doesn't deplete or the ability to goal-tend without being penalised - all of which suddenly makes you a pretty tough cookie.



There are other special features hidden in NBA Jam Extreme that make it more than a simple basketball game. The bizarre 'Big Head' mode is actually selectable from the record-entry screen, but there are stacks of other hidden game settings that turn the basketball into a beach ball or give the players gigantic feet or let you play as a team of invisible men.

The game really needs these kind of additions, because if you're condemned to playing solo games NBA Jam Extreme can get a tad tedious. As in most basketball games the action can end up simply bouncing backwards and forwards across the court; team A score so team B get possession, then team B score and team A get possession, then team A score... Seizing the ball and interrupting the opposition's offence is tricky because of the slightly jerky graphics update, which can make it hard to follow the course of the ball as it's lobbed around the court.

As ever, though, NBA Jam Extreme is at its best in multiplayer mode. Instead of struggling to control your team-mate and stuff the computer players, you can all just have a bit of a laugh trying to pull off the trick shots and blame any dismal defeats on your partner.

Extreme isn't bad, but it doesn't offer the kind of unrestrained entertainment that's required to whip average Joes like me into a frenzy. Having said that, existing Jam devotees should find Jam Extreme just as entertaining as its forebears, and with enough in the way of new features to make it worth adding to their collections.

PAUL GLANCEY

A trick basketball game that only really gets going in multi-player mode. Fans of past NBA Jam games should enjoy it, but the jerkiness is irritating.

graphics	71
sound	74
playability	70
lastability	70
overall	70%

TOSHINDEN URA

Toshinden URA is the latest Saturn-specific Toshinden title to emerge. But have the programmers taken on board the criticisms of the first one and rectified them or left it as the heap of cack the previous one was?

BY	TAKARA
PRICE	£TBA
STYLE	3D FIGHTING
RELEASE	JANUARY

EXTRA CHARACTERS

Besides the original eleven characters there are an extra four secret characters hidden somewhere within the game each of whom are bosses. There is Wolf and Replicant, Sho and Vermilion. Don't believe me, eh? Well take a look at the picture below.











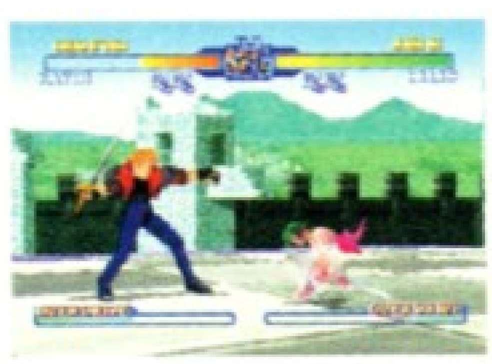


The first Toshinden caused a bit of a sensation on the PlayStation probably due to the fact that it was the first 3D fighting game to appear on the system as opposed to it actually being a top game. Then we had the inevitable Saturn version almost a year ago which was an average conversion of a pretty average game. Since then it has spawned a sequel on the PlayStation which didn't go down particularly well and now you lucky Saturn owners get a Saturn specific version. But it doesn't stop there, Takara want to milk this dreadful series for all it's worth and to this end Toshinden Kids is on its way to the PlayStation as is Toshinden 3. Fingers crossed we never get a Saturn conversion as it may be the final straw that will put me over the edge. But back to the matter in hand, Toshinden URA or Ultimate Revenge Attack to give it its full title. This game boasts 11 characters not including the secret characters, hidden special moves and high resolution graphics all running at 30 frames per second(ish). Sounds impressive, eh? Well think again.



The main appeal of Toshinden for many people was the impressive graphics with some nice special effects and textured characters. The problem is that with the graphical capabilities of the Saturn being realised more and more each day, Toshinden URA looks rather dated in comparison with its more contemporary counterparts. Just look at the stunning visuals in VF2, Vipers or the awesome Megamix. Yes the latter two may be in lower res, but technically they really have the Saturn working and it shows in their brilliance. Toshinden has a fair amount of glitching, the effects are rather blocky and the

Takara's technically adequate brawler is recoded in hi-res for Saturn! But Toshinden's upgraded concept and engine is still pretty lacking.











Kayin and Eiji - staple Toshinden fighters - face off in URA.



Eiji gets it in the face as Kayin sticks a special move on him!



Some characters, like Ellis, have been completely redesigned from their shabby previous versions.



A bit of a whipping frenzy here...





Come on! Too scared to fight?



The characters do look kind of cool in hi-res, but the motion really is unconvincing and dull.









The backgrounds and characters are crisp in a VF2-stylee, although far less polygons are used.



Vermillion, the gun-toting John Woo-esque character is the best by far in Toshinden URA.





You get a bit of a nice snow effect here. Not VF3, but all right.

This is clearly superior to the lacking Toshinden Remix but up against the might of VF2 and MegaMix it doesn't stand a chance!

update isn't that great either running at half the speed of the previously mentioned games. It has a generally tatty appearance and lacks the polish that top quality fighting titles have.So taking this into account it makes you wonder what Toshinden has left to offer doesn't it? The answer I'm afraid is not a lot.

Gameplay wise not even the original was that good, since then the various sequels have been getting progressively worse. Maybe this game has hidden depths I'm not aware of, but if so they're bloody well hidden. The characters move most unconvincingly and so very slowly not responding at all well to the commands from the joypad. This gives you the impression of never really being in full control of your character. The moves are not particularly varied and even the special moves aren't that special and failed to grab my attention for more than a few minutes. Basically Toshinden is not big enough to compete with the likes of Fighters MegaMix, it doesn't have the depth, gracefulness and beauty of VF2 and lacks the speed of Vipers. However it must be said in Takara's defence that they have made an effort with the PAL conversion, something a lot of foreign software houses neglect to do. The PAL conversion only has small borders which would be forgivable had it been a half decent beat 'em up.

To be brutally honest it really is beyond me why this has been released at all in this country. In fact with the wealth of top quality Capcom and Sega arcade fighting games currently available on the Saturn or on their way such as X-Men Versus Street Fighter, Megamix and VF3 (we're getting excited already), it defies reason that anybody would part with their hard earned cash to buy this nonsense. This title also pretty much sums up the games scene at the moment, with many software companies such as Takara rolling out the same old cack every few months as opposed to putting their minds to creating innovative games like the brilliant Nights. Anyway, my advice is simple. Save your money and buy MegaMix because it won't be long now and believe me it is awesome. Far, far superior to what Takara have achieved here.

LEE NUTTER

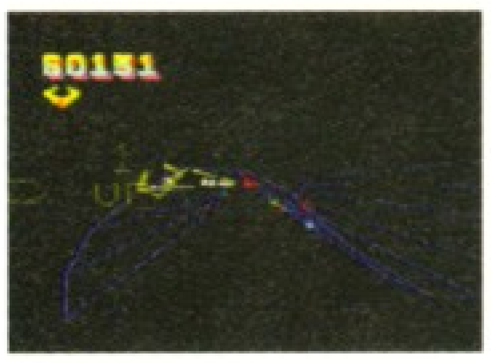
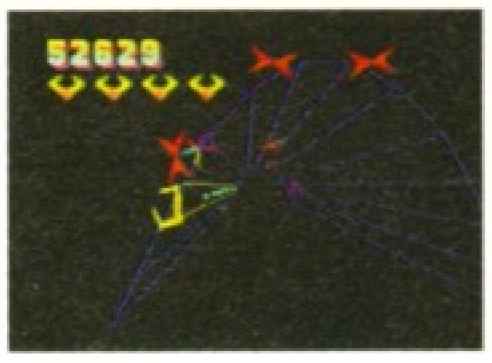
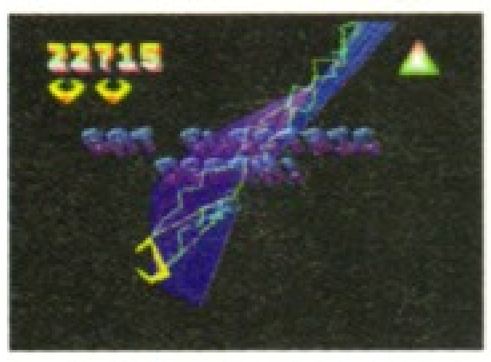
Why oh why did they bother? Toshinden URA, although hi-res, is jerky and shallow compared to the wonder of VF2. And Fighting Vipers. And especially the forthcoming FIghters MegaMix. In other words, just don't bother.

graphics	70
sound	65
playability	60
lastability	57
overall	60%

TEMPEST 2000

What can be said about Tempest 2000 that hasn't already been said by that ridiculous freak who bought an Atari Jaguar for £300 and has been trying to justify the expense ever since? Plenty, bub - and here it is!

BY	INTERPLAY
PRICE	£24.99
STYLE	SHOOT-'EM-UP
RELEASE	FEBRUARY

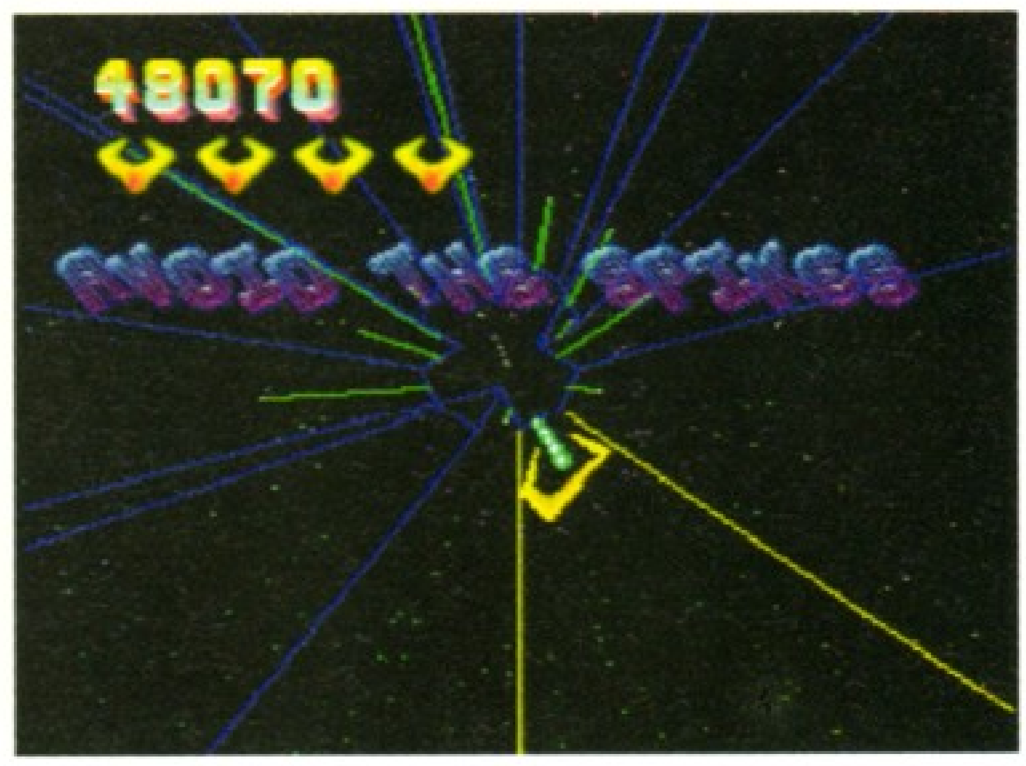





How is it that such an ancient game can provide thrills and spills for modern-day players? It's all thanks to the overdose of colour, the pounding soundtrack and the extra-loud blasting action that just gets faster and faster with each passing level!

STORM FOURS

There are four ways to play Tempest 2000. As well as accurately emulating the original arcade game it also provides three other upgraded game variations for your amusement, and they are...

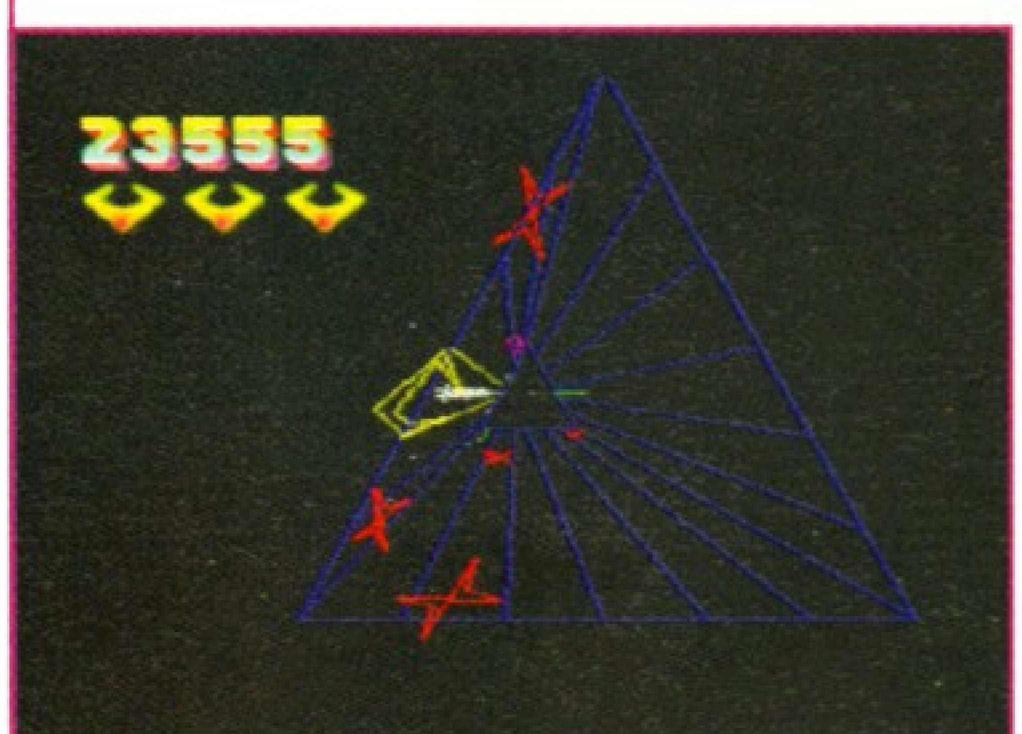




Boy, didn't those critics go ape-crazy-on-all-fours when Atari released the Jaguar version of Tempest 2000? Our journalist brothers who reviewed it in Computer and Video Games back in 1994 even called it "the blast from the past that's a must" - and they were never ones to say such things without due consideration. Such was the hysteria that some poor fools actually felt compelled to leave the comfort of their padded cells and go out to Rumbelows to buy a Jaguar - just so they could play this one game! If only they'd known that a conversion of this 15-year-old Atari coin-op would one day be appearing on the Saturn, perhaps these unfortunate souls would not have made such a prodigal purchase.

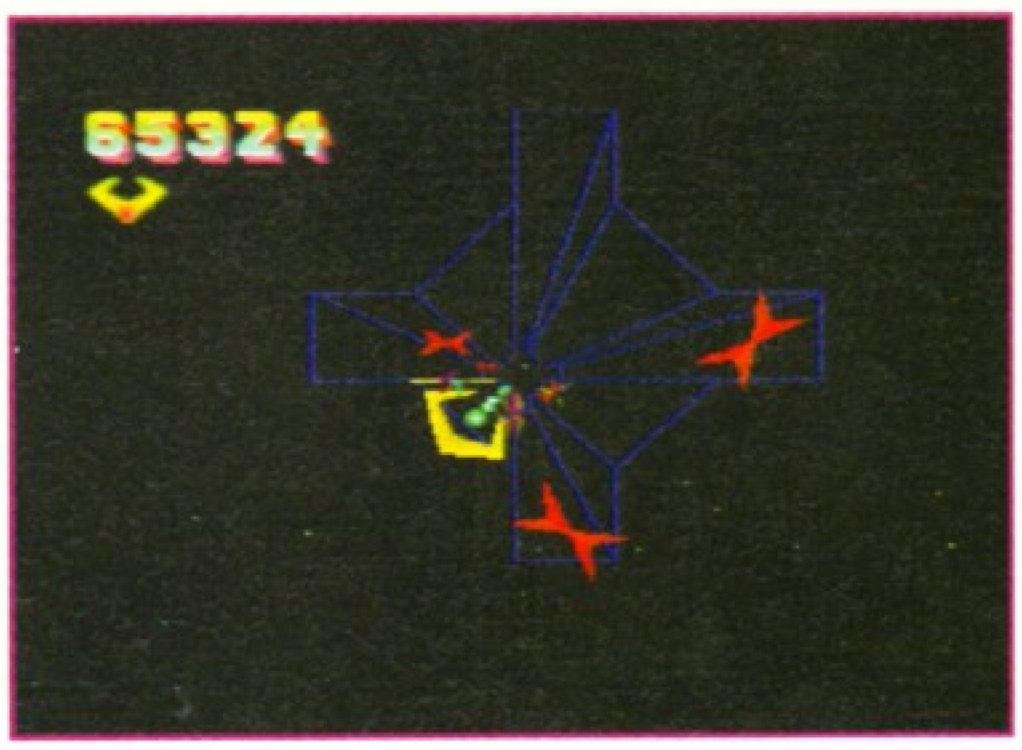
It was more than nostalgia that inspired Tempest 2000's following. While the conversion accurately emulated the original coin-op it also incorporated some up-to-date game variations that featured extra weapons, three different bonus games and even a head-to-head two-player mode. More than these, though, veteran psychedelic programmer, Jeff Minter, had pepped up the gameplay with a barrage of eye-warping pixel explosions, swirling, smearing colour effects and a 'banging' ravey soundtrack. This was the real source of the game's new-found appeal. Turn down the lights, turn up the colour, run the sound through your hi-fi then jam up the bass and the volume and you could enjoy a gaming experience so hypnotic as to be almost mind-altering.

Turn down the lights, turn up the colour, run the sound through your hi-fi and you have a gaming experience so hypnotic as to be almost mind-altering.



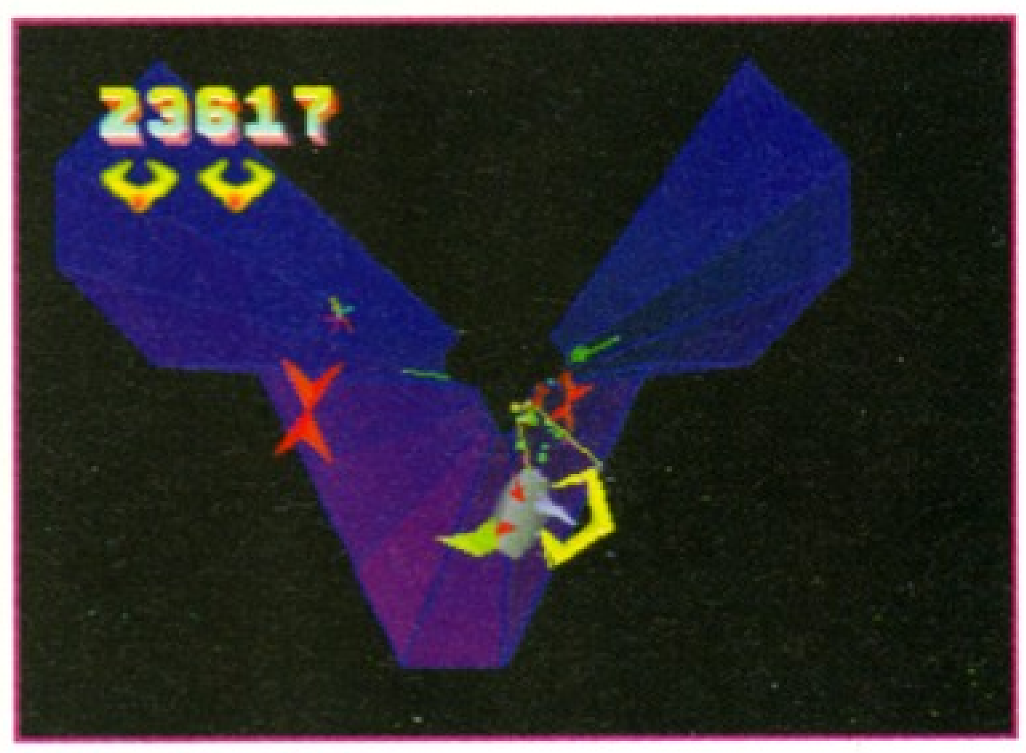
TRADITIONAL

The original and not the best. Apart from the obviously rasterized scoreline and the background music, this is a spot-on conversion of Tempest, right down to the scratchy graphics and flickery explosions. Stripped of all its finery, the true and slightly tedious nature of the original game glints through. Unless you're an intolerable nostalgic you may well find you play this once and then never again.



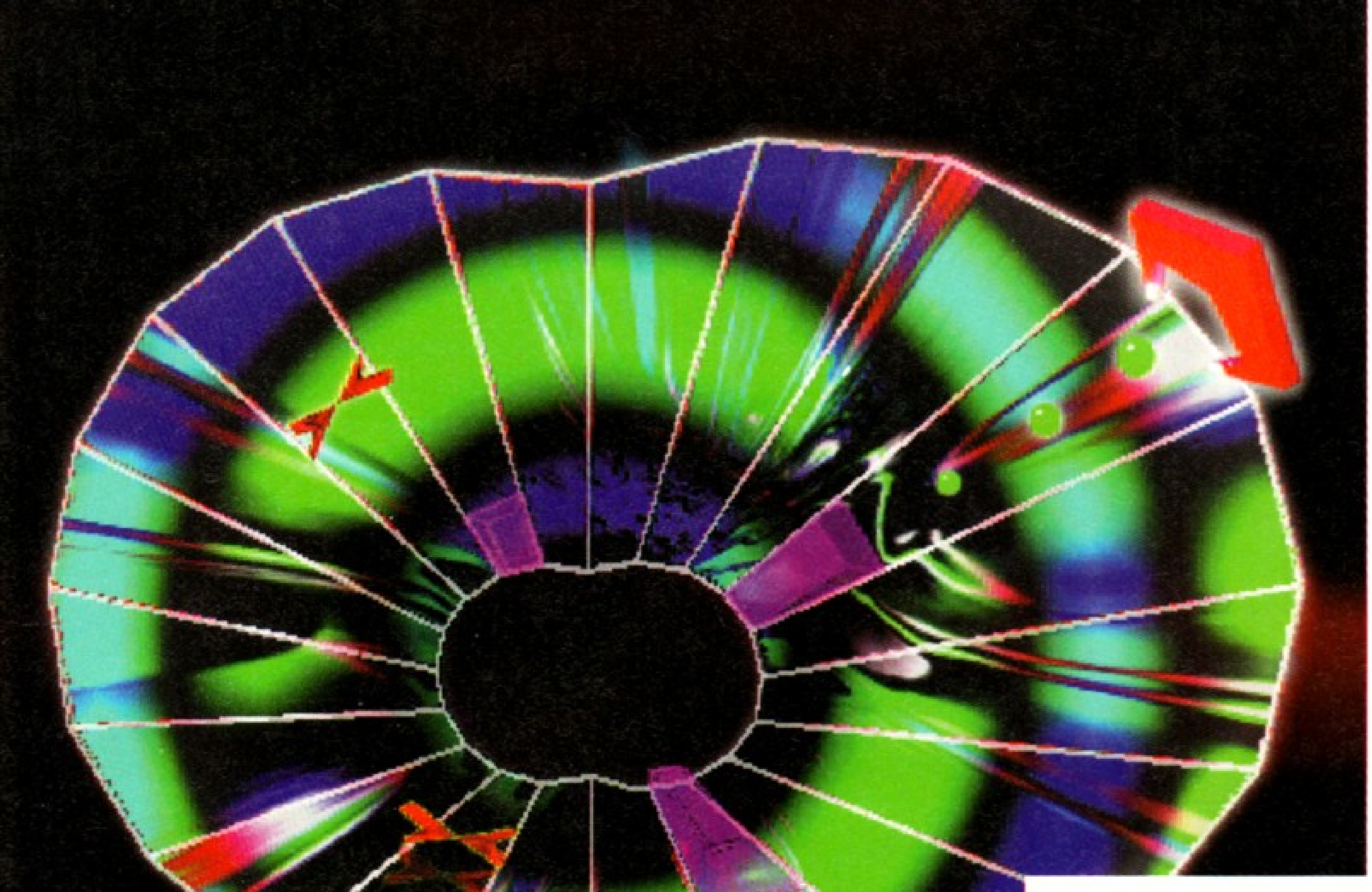
TEMPEST PLUS

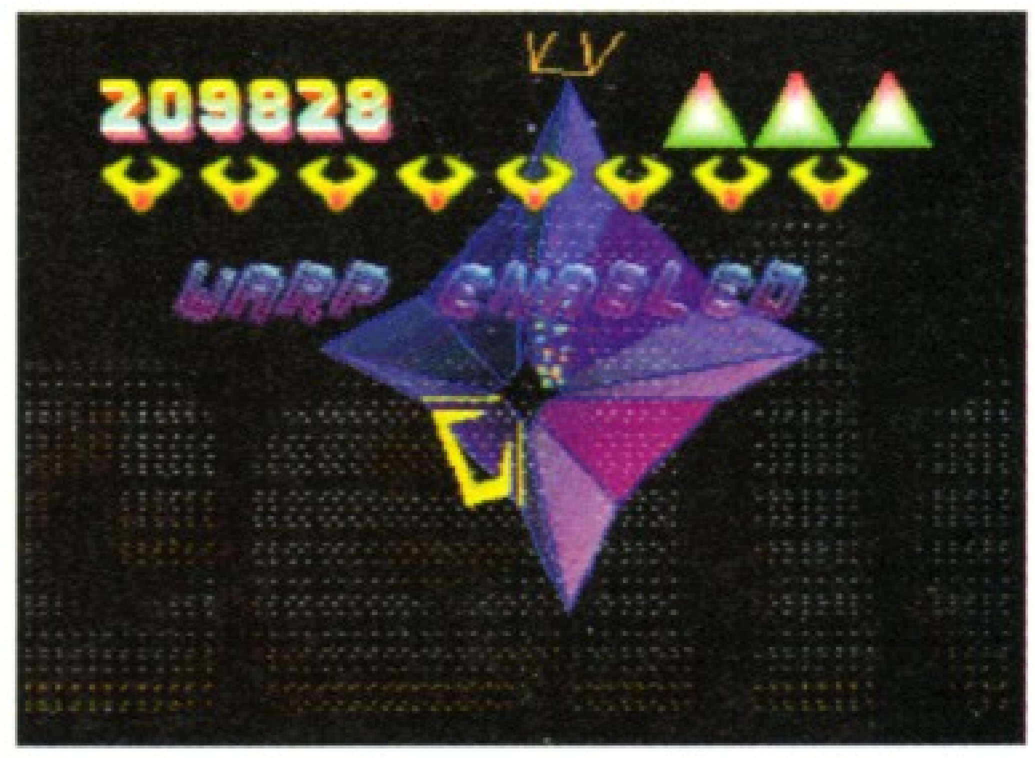
A hybrid of Traditional and Tempest 2000, that plays like the former (ie with no power-ups) but has some of the the fancy effects and the features of the latter, such as the AI Droid. You can choose to have the AI Droid helping you out throughout the game or you can team up with another player and engage in some joint blastation if the mood takes you. Not bad, but not as good as Tempest 2000 Mode.



TEMPEST 2000

Forget the rest and try the best. This full-feature game variation is the one with the power-ups, the bonus games and all the sparkly add-ons. The tube lanes glow in rainbow colours. Score messages explode out of the screen in scintillating clouds. There are often so many pixels flying around that you have trouble seeing the action, but once you've tuned in your brain it's quite a rush!

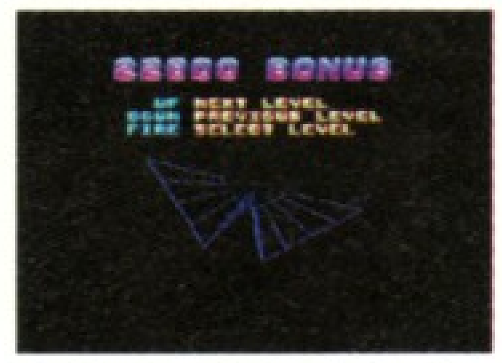




When you've collected three warp tokens (the triangles in the top-right of the screen) this message appears.



Four games for LESS than the price of one! Sensational!



The Atari-style level select!



A yak – the Sign of Minter!



When the level is complete you're warped into a bonus game. Here you have to steer yourself through a course of rings.

Tempest 2000's powers of entertainment lie in the frenetic action, the graphical pyrotechnics and the pounding music.

Though the Saturn version hasn't been programmed by The Great Minter himself, it manages to be a fair representation of the Jag game. It has all the features of the original, as well as a couple of minor additions, but the fundamentals of the gameplay are the same. The player controls a laser-firing claw that spins around the rim of 100 variously-shaped 'tubes'. Crawling up the tubes towards the claw come unfriendly electro-creatures and the idea is simply to eliminate them with some skilled shooting before they reach the end of the tube. Once you've blasted your quota of enemies, you fly through the tube and on to the next.

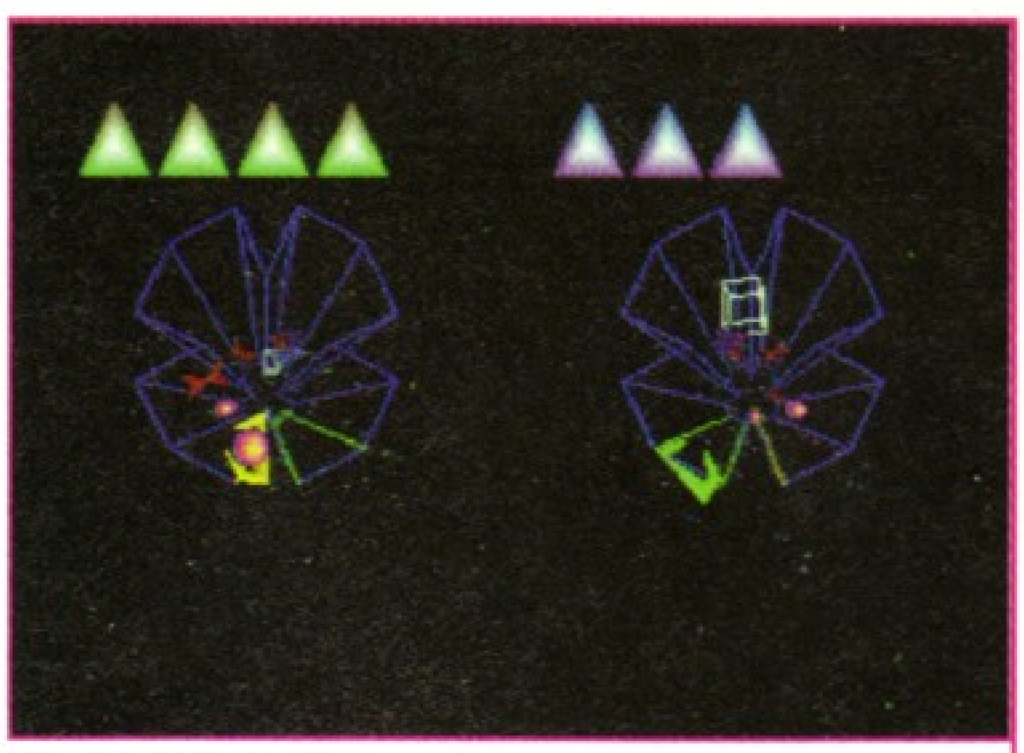
The enemies come in numerous varieties, some of which try to molest the player's claw in person, while others stay at the far end of the tube and construct spikes that block up the 'lanes'. Once blasted, certain baddies release power-ups, providing bonus points, warp tokens, an instantaneous warp that sends you directly to the next level and weapon upgrades. The first weapon upgrade is the particle laser, which is more or less the same as the standard gun but makes a louder noise, and is therefore essential to the game's anarchic atmosphere. There's also an AI (Artificial Intelligence) Droid that helps you out by roaming the rim of the tube and blasting anything that crosses its path. Rechargers revive your Super Zapper smart-bomb, and a jump enabler lets you bounce off the rim of the tube and over any encroaching enemies.

The warp tokens are the things you really want to collect, though. Once you have three of these you're transported to one of three cool bonus stages. The first is a fly-through-the-rings game, while the second requires you to keep your strange creature of pixels on a swirling path inside a cylinder. The third is another ring-following game, but this one is madder and tougher than the first.

So while, at first glance, Tempest 2000 looks like an outdated and tedious waste of time it does actually have a bit going for it. It's simplistic, sure. But its powers of entertainment lie in the frenetic action, the graphical pyrotechnics and the pounding music. A few minor discrepancies mean this isn't quite as good as the Jaguar version but it's just as zappy, and almost as trippy.

Having said that it's hard to wholeheartedly recommend Tempest 2000, simply because there's no getting away from the fact that you need to be right on the game's wavelength to appreciate it fully. If you are, it's like an interactive laser show packed with destructive mayhem and spurred on by high-energy dance music. If you're not, Tempest 2000 just looks like a hyperactive version of an arcade game that's now well past its prime.

PAUL GLANCEY



TEMPEST DUEL

A two-player mode which uses a split-screen display to show the opposite ends of the same tube, each guarded by a player. The idea is to blast through your opponent's shield and destroy him, while trashing the electromagnetic fiends between you. A semi-intriguing idea, but this mode doesn't really play very well. Challenging your pals to score contests in Tempest 2000 mode is more fun.



This bonus game requires you to keep your pixelly goat-thing on the green course that swirls around this tube.

A good, pure blast at a low price. An essential purchase if psychedelic music and visuals are your thing.

graphics	83
sound	85
playability	83
lastability	79
overall	80%

REVIEW

BATMAN FOREVER

Batman Forever: The Arcade... or the Saturn conversion of the arcade game as it should be called is here, nearly 18 months after the film. So is it a case of better late than never? Read on....

BY	ACCLAIM
PRICE	£39.99
STYLE	FIGHTING
RELEASE	OUT NOW


Yep, the Batmobile's in there too. They're certainly trying to get there money's worth from this licence.



Walk over the Riddler icon and you could well find yourself being shrunk to munchkin proportions.



Batman fans will no doubt be pleased to learn that you can play as either the Caped Crusader or his trusty sidekick Robin. Two players can both be the same character too.

NEW KIDS ON THE BLOCK

Graphically, the biggest gripe I have with this game is the incredibly blocky graphics on the main characters, meaning many of them look as if they have been made out of Lego by a bored five year old. Just check out these pics of the fear-inducing end of level bosses Guesser and Zapper and tremble. Oooo scary.....








As you can tell from the shots, the backgrounds are very dull and do not differ much



Stay away from the top of the screen or that object tends to hit you.



"Four quid! Four bloody quid!" I screamed to the police officer as they dragged me kicking and screaming from the local cinema, somewhat annoyed at having to pay to sit through Batman Forever. You see the first one, Batman 1 or whatever you want to call it was a classic brought alive by the magic of Jack Nicholson. The sequel, despite the enigmatic presence of Michelle Pfif...er, failed to live up to expectations. But to add insult to injury, the third instalment even with the comic genius of Jim Carrey was cack. Strange but true. Strange in that it was actually the most successful of the Batman films. But true in that it was cack. My hopes are now pinned on the lurve doctor, George Clooney to do Batman the justice it deserves.

The game is obviously the tie in with the film and follows roughly the same plot, what there is of it. Basically Two-Face and the Riddler are attempting world domination by putting a box on top of your telly and sucking out your brain through your ears as only they have the technology to do, in a nutshell. The old anecdote that violence solves nothing is cast aside as you battle as either the Caped Crusader or Boy Wonder to give these villains and their evil henchmen a damn good kicking.

The action itself takes the form of a side-scrolling beat 'em up in the same vein as Streets of Rage, an area largely overlooked on the Saturn with the notable exception of Guardian Heroes. You progress horizontally through the increasingly difficult, yet very similar and rather unimaginative levels disposing of various wrong-doers along the way using the standard punch and kick attacks. These can be strung together to make multi-hit combos which rapidly drain your opponents energy, displayed on the screen as a percentage which increases with every hit until 100% when your opponent is dead. Dead bad guys tend to leave power ups behind after their demise, easily recognisable by the words "POWER" and "UP" over them. Once collected they boost your characters abilities no end and make the weapons more powerful.

Oh, didn't I mention the weapons? What sort of a Batman game would it be without weapons? Littered

You believe you are playing this on a 16-bit machine rather than on the Saturn with its awesome 2D capabilities



For those of you who can't tell what the blocky mess in the foreground is, it's Two-Face try to destroy the Dark Knight.


More beat-em-up action.


Watch out for the helicopter.


Batman at the local rave.


You see, Robin's in there too.





Chucking barrels at enemy heads is a laugh!





You'll find Batman's under the huge boulder.

When sufficient power ups have been collected there's a flash of lightning, Batman sticks his arms up in the air and then he's ready to go ballistic.

about the streets for young children and those not of sound mind to find is a large array of highly deadly weapons which can be collected and unleashed on the general public at your leisure. These range from Batarangs, which are self explanatory and Bat-bolas, which aren't. Each have their own unique, but by no means spectacular way of clearing the screen of evil scum. Our hero also has the ability to pick up barrels and crates and lob them at your opponents which, though slightly humourous is relatively ineffective.



At the end of each level you are confronted by a boss character or two whom you must destroy in order to proceed. Your efforts are then rewarded by being given a choice of bonus items with which to start the next level, depending on the score you have accumulated.

Though there have been some good film licences of late, Alien Trilogy and Die Hard Trilogy for example, I'm afraid this one is not in the same league. The graphics are frankly terrible, especially on the main characters who are extremely blocky and very ugly up close making you believe you are playing this on a 16-bit machine rather than on a Saturn with its awesome 2D capabilities (just take a look at any of the Capcom titles available).

But as we all know it is not graphics that make a great game its game play, just look at Baku Baku Animal. But unlike the latter Batman Forever fails dismally here too. The shortness of the levels and lack of them (Guardian Heroes has three times as many levels), the lack of variety in the gameplay and repetitiveness of the whole game makes it a loser. The two player option may add slightly to the longevity, but what are the chances of actually knowing someone who is prepared to sit through this? You can't even beat each other up as the hits just don't connect and that was always the most fun part, pretending to work together but slipping the odd left hook in there and claiming it was an accident. I suppose it's not fitting with their image as great mates to beat each other up. Shame.

I also found the collision detection to be a bit unpredictable, sometimes hitting opponents nowhere near you, other times punches and kicks simply passing right through them.

For me this is a poor man's Guardian Heroes, except that it is actually quite expensive. I can't really recommend this to anyone, unless you're a die-hard Batman fan and a masochistic one at that, if such people exist. Batman Forever, I don't think so. Batman For a couple of hours is more realistic.

LEE NUTTER



I know the film was a dark, gothic kind of affair, but there really isn't enough colour in this game with this one exception.

LETHAL WEAPON

Available to the Caped Crusader or the Boy Blunder if you so desire, are an array of lethal weapons designed to tackle the forces of evil and aid you in your endless quest to see that justice prevails. Some of them are quite good and others are cack, or "Holy bat-cack!" as Robin might say.















This section is particularly hazardous as you have to contend with the evil villains lurking around every corner and also the automobiles driven at great speed by more evil-doers.



The bats actually protect our beloved hero from the enemy.



A stun bomb is just one of the many weapons to collect.

Although Batman Forever is not lacking in action, it's all very samey and let down badly by the shoddy graphics.

graphics	65
sound	62
playability	59
lastability	52

overall **63%**

BUG TOO!

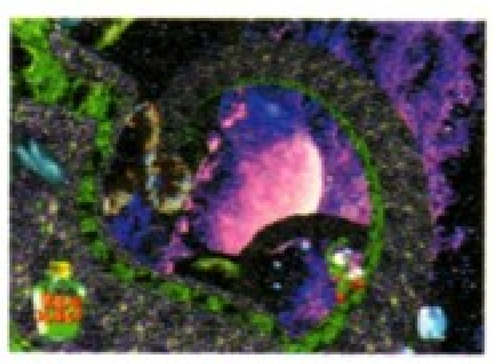
One of the first Saturn platform heroes returns to 32-bit land with the inevitable sequel. It's much improved over the super-frustrating first game... or is it?

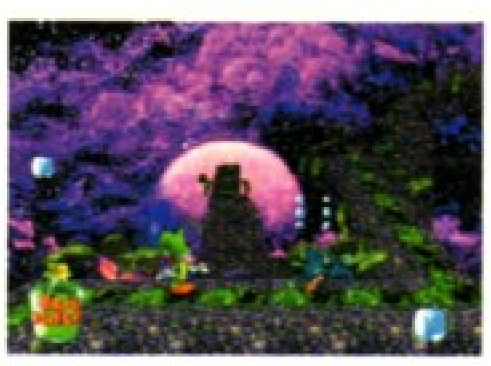
BY	SEGA
PRICE	£TBA
STYLE	PLATFORM
RELEASE	JANUARY

DIFFICULT BUG...ER

The difficulty level on Bug Too! is just too damn hard. Enemies often move so quickly you don't know they are there until they've hit you, then you have to put up with another annoying voice sample. "That's gotta hurt!" Ahhhh!!! Other times objects in the foreground obscure your view badly invariably leading to death.











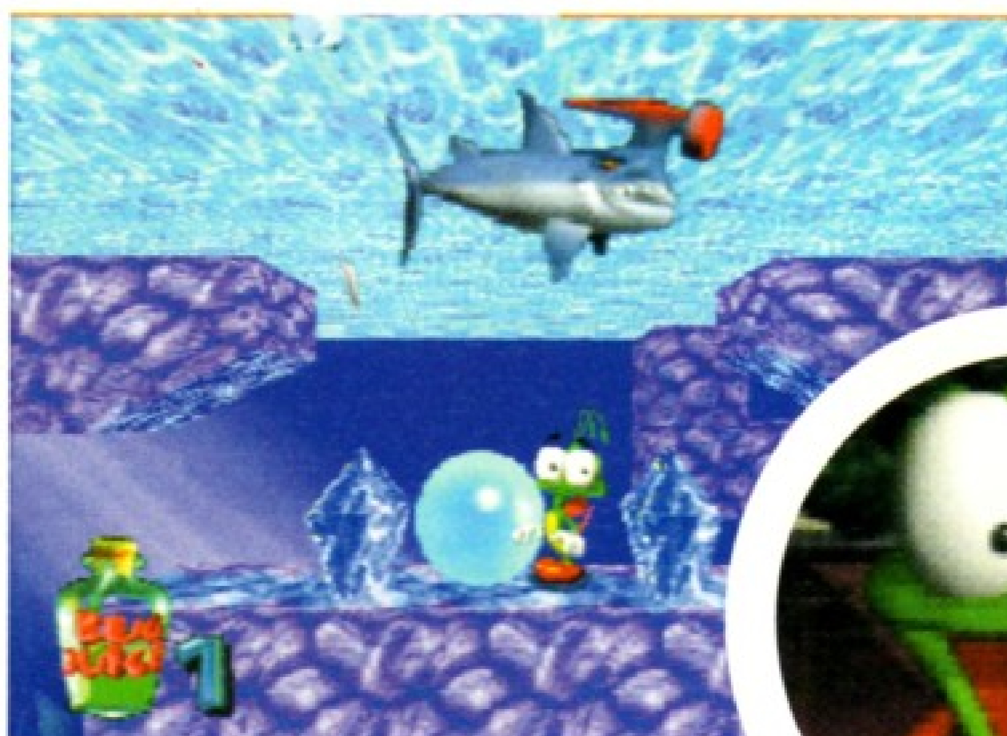
(Above) In true heroic fashion Bug faces up to the knife wielding homicidal maniac at the end of the Weevil Dead level. What a guy!



Platform games are a 16-bit phenomena really. There are stacks of them, rucks of them even, but there aren't so many on the Saturn, not decent ones anyway. So typically after the long platformer drought we get two very decent ones in the same month. This one is Bug Too!, sequel to the very successful Bug! With its cute SGI generated sprites, intricate level structure, polished graphics and tough gameplay it proved very popular indeed. This was due in no small part, dare I say it, to a lack of software support for the Saturn at the time. So the sequel was inevitable and after being delayed for quite a while is finally here. But with the myriad of quality Saturn software now available, can Bug Too! cut the mustard?

I actually quite enjoyed Bug! up to a certain point, or more specifically the point at which I became stuck. So not being the most patient of people I allowed it to collect dust for a while, occasionally using the disk as a handy coaster before finally getting rid of it, only for a level select cheat to come to my attention a few days later. The point being that the gameplay was extremely tough with a high level of frustration thrown in. This hasn't been remedied for the sequel, if anything the difficulty setting is actually harder which may be quite off putting to the novice, but will ultimately provide those who stick it out with a huge challenge. The gameplay itself usually involves making huge leaps across wide spaces, jumping on other creatures' heads to destroy them and a lot of puzzle solving.

What makes this game stand out amongst the pretenders is that it is 3D, meaning that each level is as deep as it

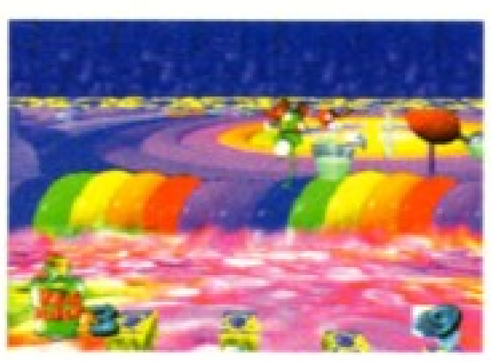


Swatterworld has a few hammer head sharks.





Occasionally Bug needs to replenish his juices.



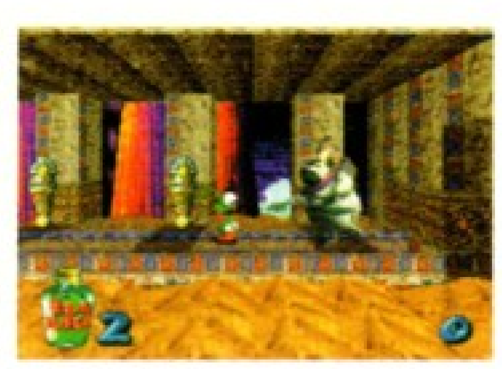


You'll need shades to play this level, just check out the colours.



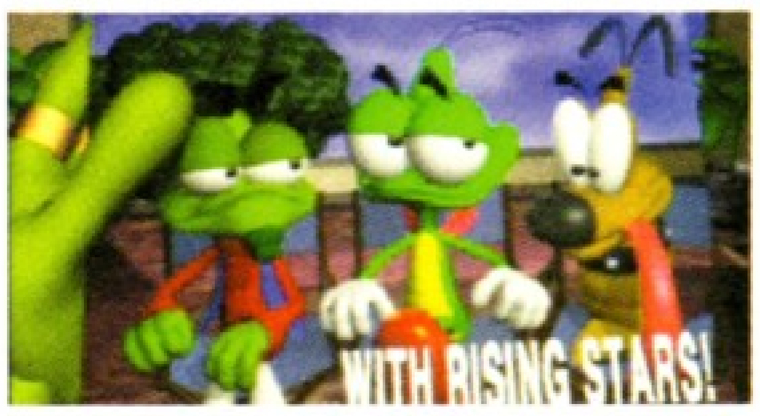






The boss on the Lawrence of Arachnia level is in fact a mummy.


Even bugs have to do house-work you know. Oh yes.






Watch out for that tongue or it'll swat you, you've been warned.


I challenge anyone to finish this game with their sanity intact.

What makes this game stand out amongst the pretenders is that it is 3D, meaning that each level is as deep as it is wide.

is wide. However, despite the vastness of the whole game it is all in a very linear fashion with the player enjoying none of the freedom found in 3D games such as Tomb Raider. And whilst the extra dimension is all very well and good, much of the time judging distances into and out of the screen is near impossible. Other annoyances such as the American sitcom style of 'humour' have made their way into the sequel, not to mention the repetitive speech samples. Unfortunately we're unable to convey this to you in a magazine, however try repeating the phrase "That's gotta hurt" a thousand times and you'll have a vague impression of what it's like.

Bug Too! does improve on the original formula in a number of ways. The snail paced speed of the original is unchanged, but they have thought to include a 'run' button, thank God, to speed it up slightly. As you can no doubt tell from the screen shots the graphics have been improved considerably making much better use of the Saturn's capabilities. The backgrounds are now far more detailed and blend much better with the floating platforms, making the inevitable clipping far less obvious.

We shouldn't forget of course there is a plot, something to do with Bug! and his chums being movie stars, hence the levels are all spoofs of famous films. So there is a Lawrence of Arachnia level, Weevil Dead, Swatterworld, Flee Wee's Big Adventure and Antennae Day and Cicada Night Fever. Admittedly it may seem amusing now, but give it a couple of days and you'll see sense. New characters have also been incorporated in the sequel, so you can now choose between playing as Bug, Maggot Dog or Superfly, though there's no real difference between them.

A two-player option has also found its way into Bug Too!, though it's not a simultaneous two player and is ultimately limited. Player one progresses through the level until he dies, then it's the second players turn and so on. You get the idea - not really the kind of thing many people are likely to use or enjoy if the truth be told.

In all, Bug Too! is top quality platform game surpassing its predecessors in all areas. But to be honest it really is just more of the same which is great if you liked the original. However, those who didn't won't find anything new to tempt them into purchasing it.

LEE NUTTER


One of the two new characters in the Weevil Dead level about to pounce on the head of one of the undead!





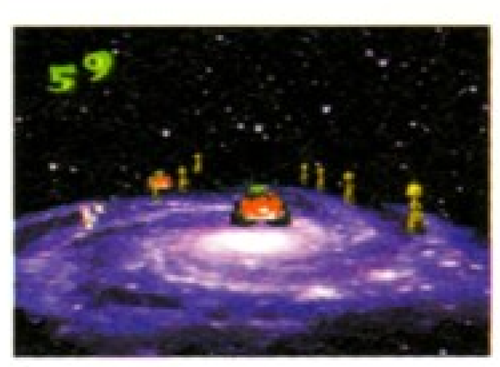


Ooh! New characters.



The title screen in full glory.


Q*Bert style bonus action!


Galactic bonus stage racing.

IMPROVED TOO!

Graphically Bug Too! is quite in advance of its predecessor, with smoother update, more detailed graphics and lovely new backdrops which merge with the platforms very nicely thank you.










Collect Oscars in the Bug! version of the arcade classic Q*Bert

More of the same I'm afraid, but if it ain't broke, why fix it?

graphics	89
sound	80
playability	86
lastability	85
overall	85%

REVIEW

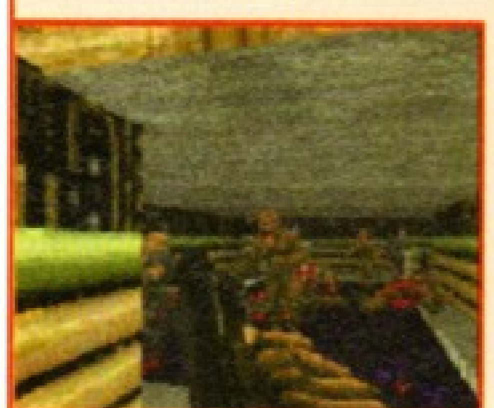
DOOM

One of the first titles ever promised by Sega for release on the Saturn has finally appeared, over a year since the PlayStation version and three years since the original PC game!

BY	GT INTERACTIVE
PRICE	£44.99
STYLE	DOOM
RELEASE	OUT NOW

LIGHT FANTASTIC? NO

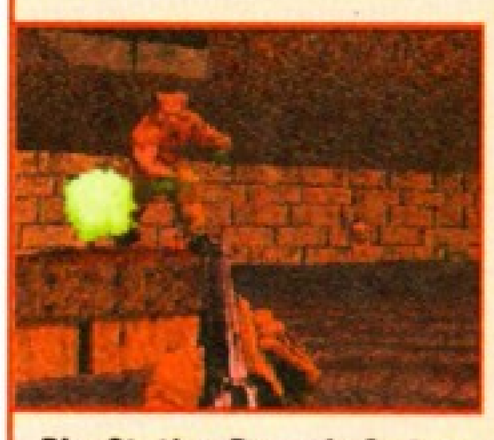
The main problem with Doom is that it just looks so dull. The lighting in the PlayStation version is gone, and even many of the effects (and background design) from the PC original are absent.



This is Saturn Doom. Very dull and boring to look at. If you've played the 32X version you'll know exactly what to expect.



Doom on the 32X was extremely rushed and bordered, and yet it's still more playable than the Saturn version. Quite unbelievable.



PlayStation Doom is faster and smoother than the Saturn travesty and also boasts some interesting lighting effects.



The dynamic and ambient lighting effects on Saturn Exhumed totally trash PlayStation Doom. So Rage Software have no excuse.



Shoot a meanie at close range and count the seconds before it hits the ground.



Unfortunately, the halting nature of the graphics is matched by the slow controls.



Make no mistake about it: Doom is one of the best videogames ever created. Even in these days of Quake and Duke Nukem 3D, Doom still commands much respect. On the PC at least. It's the super-smooth 3D engine, the brilliant design, the complete commitment to gameplay - that's why id software are now one of the most respected software houses in the world.

That respect is bound to take a bit of a knocking when now that Saturn owners have finally got a chance to play their version of this classic game. You see, Saturn Doom must be the most disappointing game I've played this year - and very definitely one of the worst conversions of the game ever.

Although id software logos are plastered over the packaging and the game's front end, they've actually had very little to do with this game. In actual fact, British coders Rage Software have handled the conversion and let's face facts - they aren't really up there with the AM2s and Sonic Teams of this world. Previous efforts like Striker haven't exactly set the world on fire, so whoever in GT handed the conversion work to them should really be answering some very difficult questions just about now.

Doom's game design remains as good as it ever was - even in this conversion - all of the weapons, lev-

Compare Exhumed's fluidity and dynamic lighting to this dull, jerky effort It's clear that Doom is a botched rush-job with no redeeming features



The Spectral Demons are horrific pixel mesh-works. And so easy to spot. D'oh!



The screenshots on the packaging of Saturn Doom look suspiciously like the Windows 95 version of Ultimate Doom.



Another irritating thing about Saturn Doom. You've only got one button to cycle through the weapons! Rage couldn't even get a simple thing like that right.



Here we are in the Doom 2 levels - god, it's so jerky.



A chainsaw frenzy as our man rips into a grunt with the chainsaw.





When you go through a warp, the green haze takes about three seconds to clear - about six times longer than on the PC and PlayStation games.

PLEASE GO FASTER

Playing Doom on Ultraviolence level in the PC version is brilliant - hundreds of meanies appear on-screen and mowing them down is an awesome feeling. Not so in the Saturn version. If more than a few creatures appear on-screen the action slows down even more! What we want to know is: why? The Saturn's sprite-handling and scaling routines are second to none. Again, *WHY*?





After years of waiting Doom finally arrives on the Saturn
Unfortunately, it's a breath-takingly bad conversion of a classic game

els and controls are available, but unfortunately, Rage Software have decided to put all of this into what is the most jerky game 3D engine I've seen in ages. Even Rage should have been able to better this plodding engine. The frame rate is frankly abysmal - barely acceptable on the original Doom levels and a complete jerk-a-thon when you get into the complicated areas of the Doom 2 stages.



From the smoothness of the gameplay, Doom draws its playability, its real feeling of being there. Just opening a door in Saturn Doom is a horrendous excursion into Jerksville. Worse still, explode a barrel next to a meanie and watch the individual frames of animation take place as it blows up and entrails go everywhere. One of the most satisfying bits of the original completely ruined.

The graphics are pretty crap as well. Even the PlayStation version was extremely compromised in detail compared to the PC original, but at least Williams made up for it with some nice lighting. There's none of this in the Saturn version. Not only does it move jerkily, it looks dull. Extremely dull. That's certainly no excuse after the lighting effects in Exhumed which are in Quake levels of excellence.

In the end, the question arises: just how bad is Doom? Well, as I said before it's okayish to begin with on the less taxing levels, but later on I would say that the game is virtually unplayable. The more complicated the level, the slower the update and the playability suffers from thereon in.

Having played every version of Doom ever, I can say that this is surpassed only by the diabolical 3DO version (which was even jerkier and in a tiny window). So yes, the Jaguar version is better - faster and smoother by a long chalk. And the 32X version is more playable.

But really we should be playing a version almost identical to the PC original, especially when companies like Lobotomy Software are producing amazing 3D graphics as seen in Exhumed, which is of equal speed to its PC version running on a 100MHz Pentium. Instead, the translation we have is like playing Doom on a mid-spec 386... with less detail.

Saturn owners have every reason to be outraged by this game. Considering the amount of time we've had to wait for a conversion surely we could have been given something better than this? Whoever is ultimately responsible for this travesty of a videogame really owes us an explanation... like why they bothered releasing what is clearly a sub-standard rush-job of a conversion in the first place.

It certainly looks as though Exhumed still rules the 3D shooting/exploration genre, but hopefully GT can redeem themselves with the forthcoming Hexen, which is looking very promising.

RICH LEADBETTER











Some teleporting and radsuit action in these pictures.



Uh-oh. There's more than five moving sprites on-screen. Frame rate? Come on down!

The Saturn's capabilities are hideously under-used by this horrifying shambling mockery of a conversion. It might look like Doom, but the vast majority of the enjoyment and playability has gone thanks to the slow-motion jerk-o-vision display.

graphics	59
sound	88
playability	53
lastability	57
overall	56%

DARK SAVIOR

After first taking a look at this potentially revolutionary RPG waaaaaay back in issue #6 of SSM, finally we have the completed Dark Savior to check out for review purposes. So buckle up and awaaaay we go!

BY	SEGA/CLIMAX
PRICE	£49.99
STYLE	RPG
RELEASE	FEBRUARY

RECOMMENDED BY SEGA SATURN MAGAZINE 92%



Occasionally, during the course of Garian's adventuring, he comes across little enemy sprites that attack en mass. A simple thrust of the A button is usually enough to see these annoyances off. You don't get any experience points or anything tangible for killing them.



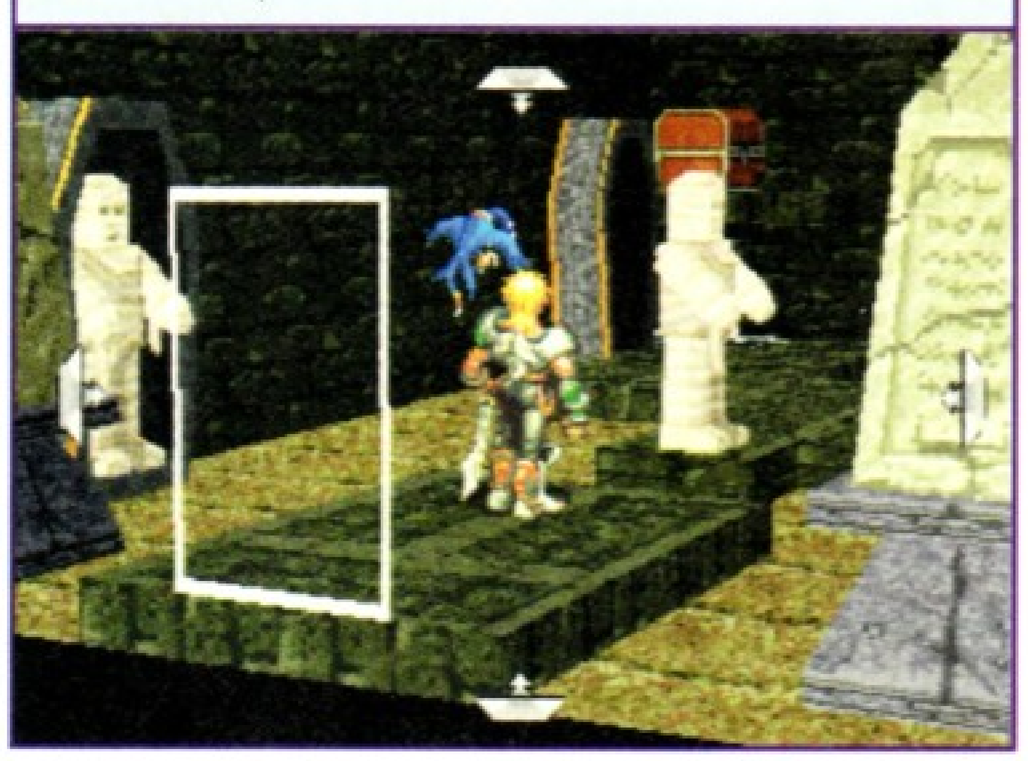


IT'S SO EASY

A complex control method can often put you off what is a really good adventure game, but luckily Dark Savior comes up trumps with a system that enables you to do just about anything using just a few buttons.

There's run and jump buttons to negotiate the mostly platform terrain, along with an action button that does just about everything else. It swipes Garian's sword, it's used to talk to the locals and it's also good for activating switches and suchlike.

The only real cleverness in the control mode is the Hyperion perspective which twists the view on-screen (the left shoulder button or the analogue controller is used here). Overall, the controls are excellent, making the world of Dark Savior extremely easy to get into and lots of fun to boot. Brilliant.



From our voluminous mailbag, it's pretty clear to see that there's a great many adventure fans out there - a fact overlooked by Sony in their action-heavy PlayStation line-up. Luckily Sega have a good supply of excellent RPGs lined up for release and surely the best of the bunch has to be this, Dark Savior, produced by the guys who produced one of the greatest Megadrive games ever - the legendary Landstalker.

Upon first booting up Dark Savior, it has to be said that the similarities between this Saturn game and the established 16-bit classic are rife: the main character looks similar and the isometric viewpoint initially looks nigh-on identical. But it is different. Pretty much an entirely new game in fact, which is what you would expect considering how long we've been waiting for it.

The big advance is in the backgrounds. You see they're full 3D - not just your usual isometric rubbish. Everything is made up of textured polygons which can be viewed from just about any angle you so desire. This is all thanks to the Hyperion Perspective - a great new innovation that twists the view on-screen, often revealing hidden objects and secret exits, that kind of guff. This is activated using a shoulder button on your joypad, or better still using the analogue controller on your NiGHTS pad.



The other new innovation, as those who read our Coming Soon feature will know, s the introduction of a Parallel System - basically there are five major routes through the game depending on how you tackle the initial puzzle. And from there, you'll find that there are other plot twists through the chosen parallel, making the possible endings to the virtually unquantifiable! Well, there's supposed to be around a hundred of them, actually.

A lot of an adventure's quality is derived from its dialogue and plot-lines.



This organiser shows monsters captured and items carried.

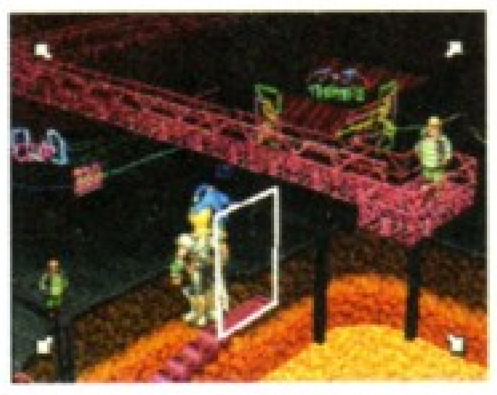




Doors or gates usually need keys to open them.










The genetic scientist is also quite mad, spoiling for a fight.



Various cunning methods reveal these keys, which unlock huge wall murals.





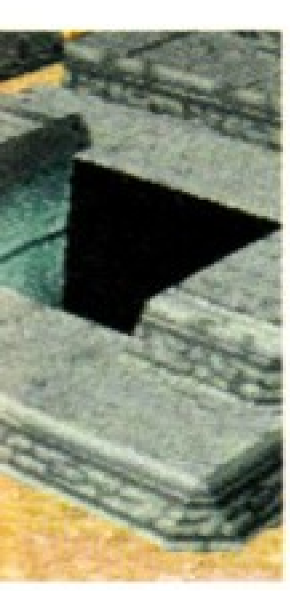
In this section of the game, numerous keys are found to open up new chambers of the level. Fascinating...

Dark Savior certainly excels in this regard. Despite the fact that the speech was originally Japanese, there are some genuinely funny moments and Climax have created some pretty believable characters. The plot advances at a fair old pace and you do genuinely feel that you are at the centre of an epic storyline. So that's pretty cool too.

Another staple aspect of the RPG is the ubiquitous combat system and once again Climax score top marks for their efforts. Best described as a kind of Street Fighter in isometric style system, you've got a few techniques at your disposal as well as a Super Combo style attack that you power-up. This is cool, but better still is the Capture system. Hero Garian is able to capture vanquished foes and use their moves and abilities in later fights. Very nice indeed. Apparently, by capturing various creatures, the storyline changes as these characters are taken out of circulation, thus altering what happens. Personally I haven't seen much evidence of this, but apparently it's true.

The bottom line is that Dark Savior is pretty damn ace, actually. I'm a great fan of the Zelda style of action adventure over and above the Shining Wisdom genre, and Dark Savior is right up my alley. I think that even arcade fans should give this game a go - it's class.

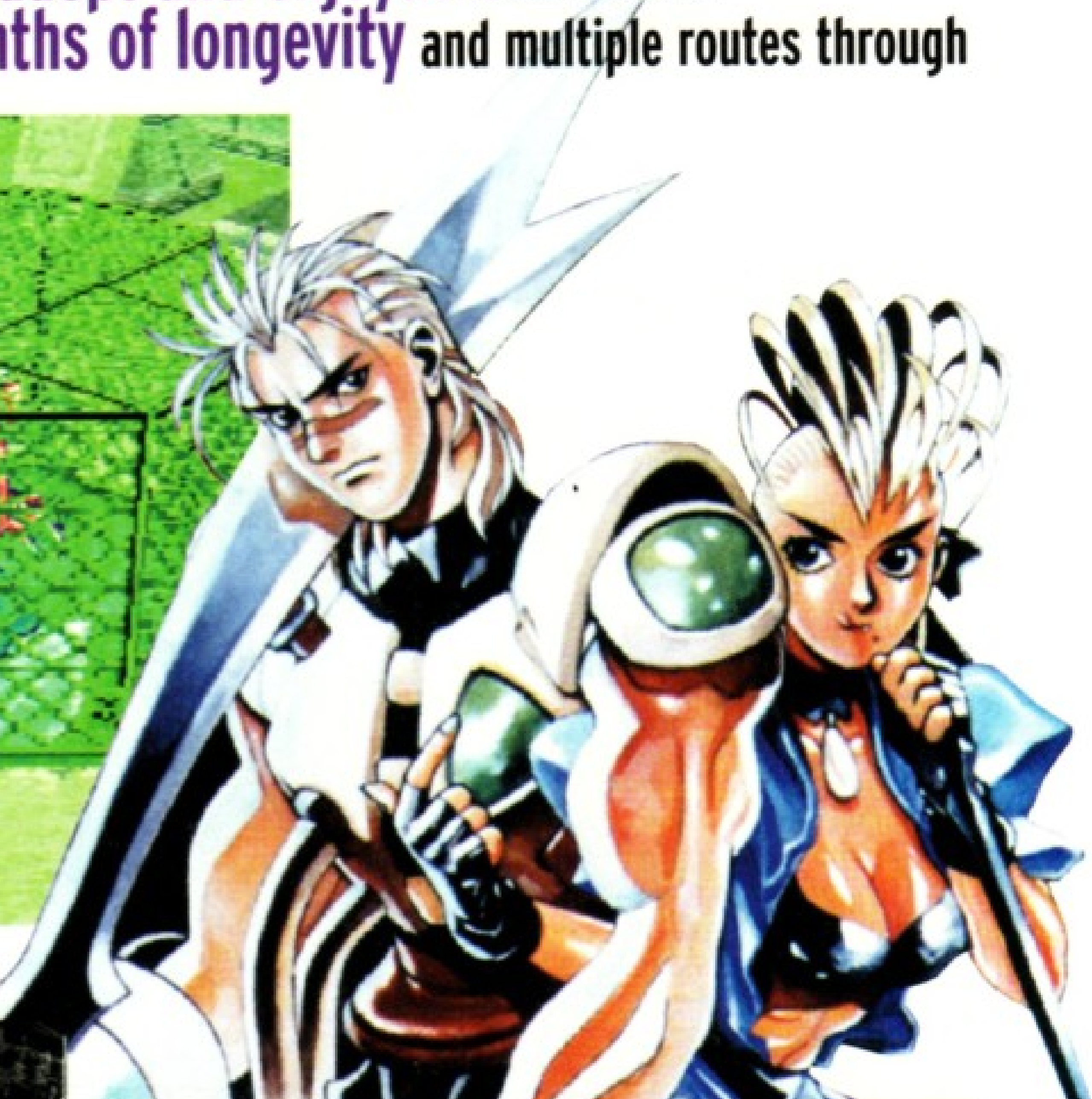
RICH LEADBETTER

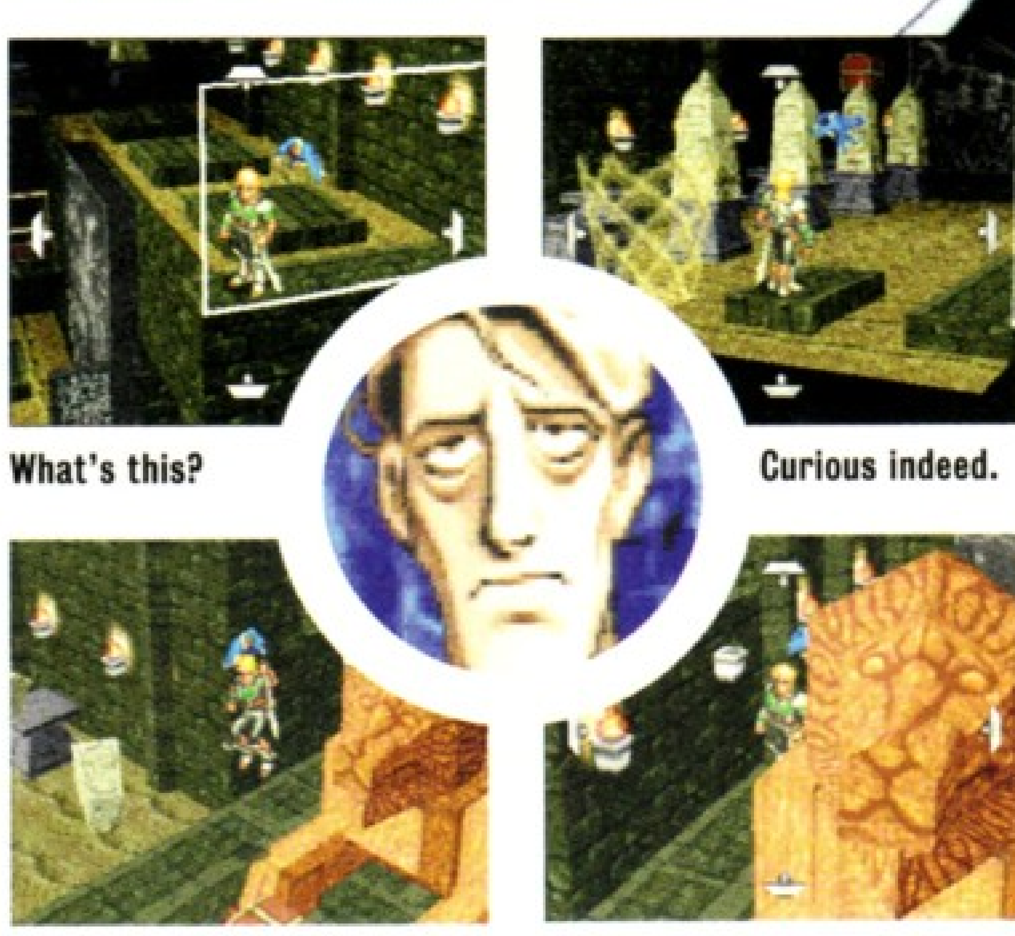



Climax have handed in a technically adept and enjoyable adventure boasting literally months of longevity and multiple routes through



The main bad guy, Bilan makes his escape here.





What's this?

Curious indeed.

You need to locate the hidden block here. Look at the torches...

One of the largest, most exciting RPGs ever seen anywhere. A brilliantly original and well-executed adventure that's without compare. Extremely enjoyable indeed.

graphics	84
sound	83
playability	91
lastability	92
overall	92%

SEGA SATURN™ tips

You know something? We get so many people 'phoning us up for Tips on their favourite Saturn games that we just had to do something about it since we just haven't got time to answer individual queries (because half the time we don't know). Hence the arrival of this enormous 16 page Tips Bible - truly if you need some cheats for an individual Saturn game you should be well-served with this superlative array of codes, levels skips and cunning little tips. These have been culled from all Saturn Mags to date, but we've also included a whole lot more that you wouldn't have seen before in our quest to put together as complete a listing as possible. We can't guarantee to have included every tip ever seen anywhere, but we've done our best with this herculean effort to put in as many as we can. From next month on it's back to Tips as normal with our smaller two-page up-to-the-minute activities so if you think that you have anything cool to contribute (except rip-offs from the Internet) write to: TIPS, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You know it makes sense.

BLACKFIRE

Enter all of these cheats on the title screen:

Full energy and fuel
Press L, A, Z, Y, A, Down, Down. Then press Start twice during the game to refill.

Level Skip
Press and hold these buttons in order: C, B, A, Up, L. Then release them in this order: A, C, L, Up. Now, when playing, hold A, B, C, and Up, then press L to skip a stage.

Invincibility
Press and hold A, B, and C, then release them in this order: C, B, A. Now press B, A, B, Y, then hold X. Now press Up, then hold Down and release X.

View FMV
Another cheat to add to last month's selection. Go to the title screen and press Start, then press Z, A, Z, A, B, A, B, Y, C, A, C, A. This will let you watch all of the FMV sections from the game.



We can't really recommend that you buy this, but if you have at least you can cheat your way through now!

ATHLETE KINGS

Let's face facts - you can't beat a bit of Athlete Kings can you - it's cool is it not? The graphics are ace, the sound cool, and it's in the Saturn's hi-resolution graphics mode, meaning that the image you see on-screen are actually finer than a Model 2 coin-op! Arooga! Still enough waffle, here are some of the tips. Note that the extra player cheat only works on the import game. Boo!



Here's the Shotput cheat being put into effect, proving that it all works fine and dandy.

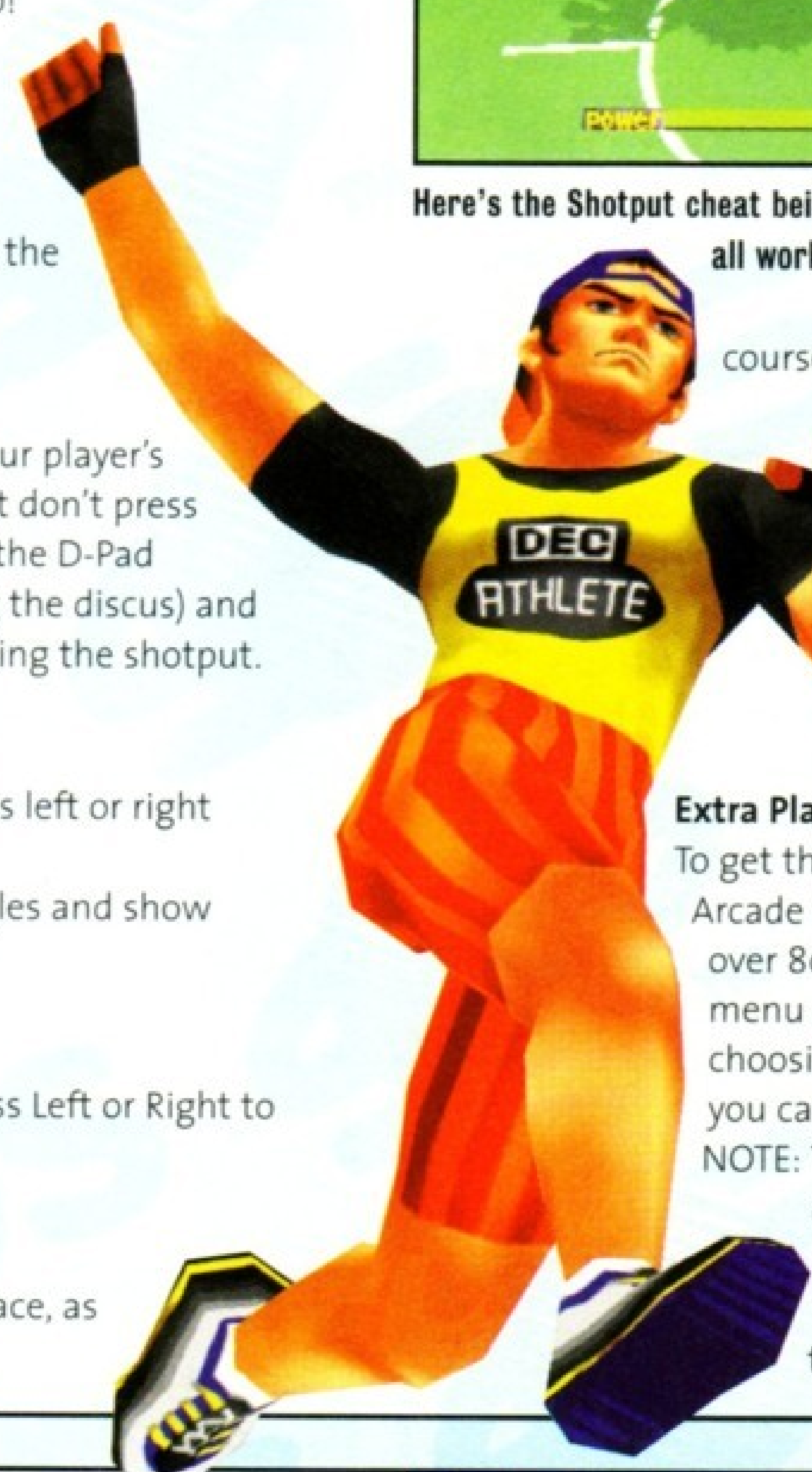
Control the Blimp
In the events were the blimp appears the second player can control its circular motion with the R-Shift button

Shotput Tip
When doing the shotput, let your player's power bar reach the far left, but don't press the action button. Instead, roll the D-Pad around (as though you're doing the discus) and you'll spin around before releasing the shotput.

Another way to highjump
After selecting your height press left or right before you start running.
The camera should change angles and show another way of jumping.

Shift Cameras in Shot Put
After throwing the shotput press Left or Right to shift the camera angles.

Hop Scotch the 100 meters
At the start of the 100 metres race, as the announcer's voice says the course numbers, roll the D-Pad around anti-clockwise and press X. Your character will now do a hop-scotch all the way down the track instead of running!

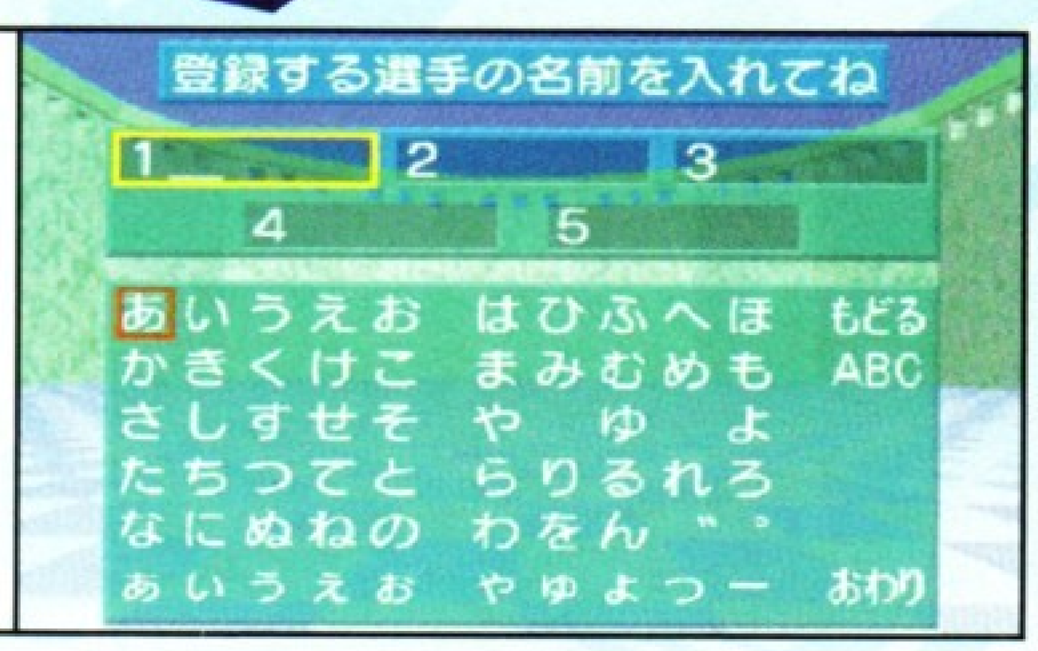


Extra Player
To get the hidden character, play in Arcade Mode and get a score of over 8000. Then go to the main menu and hold the X button while choosing your game mode, and you can select the new athlete. NOTE: This only appears to work on the Japanese import version, known as Decathlete. No, we still haven't found the UK code.

BAKU BAKU ANIMAL

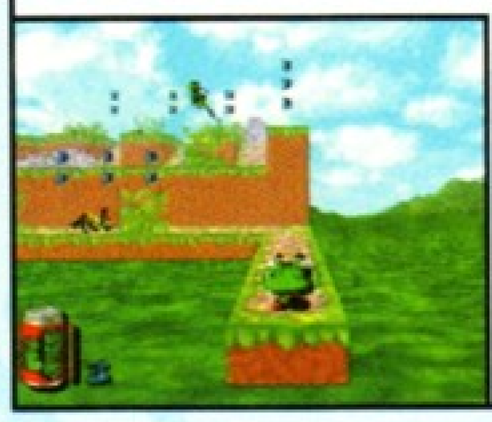
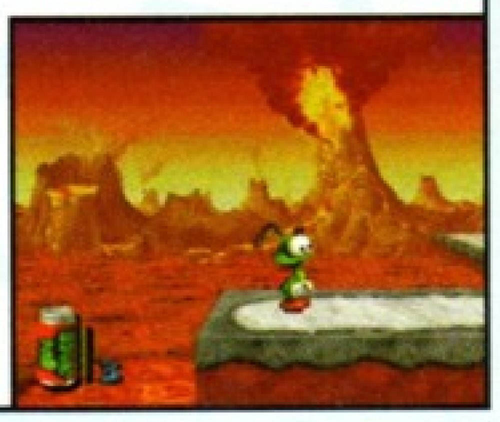
One of the options not usually available in the UK version of the game is the league mode. To access it, go to the title screen and press B, A, C, Up, B, A, C, Up, then press Start. The new option will now appear. The only problem with it is that it hasn't been translated from Japanese and is very difficult to understand. Another added bonus for the UK version only is that there's a hidden dance remix of the Baku Baku Animal music on the game CD! To hear it, go to the Saturn's CD player and play track 24! Cool!





BUG!

Level Select
The level code for Bug is BABYSEALS, spelled when the following buttons are pressed B,A,B,Y,(D-Pad down),(D-Pad Right), A, (Left Shift), (D-Pad Down) Do this on the START/ OPTIONS screen and you should hear a noise indicating success. Now on any level, hold down the left shift button and press up or down to go up or down a stage.

BUST-A-MOVE 2

If you input the code X, Left, Right, X at the title screen you get to play on Bubble Bobble-esque backgrounds. A character appears in the bottom-right hand section of the screen indicating that the cheat works.



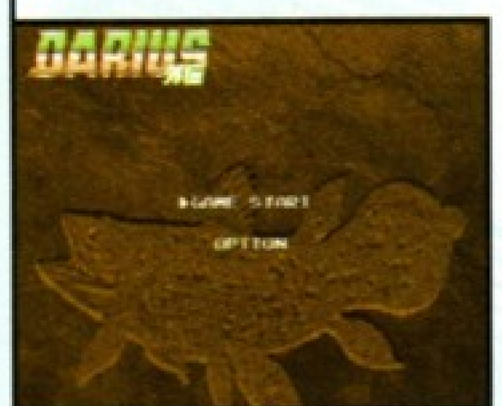
DARIUS

These cheats should be performed on the title screen with "Game Start" and "Option".

Abnormal Difficulty
For a special "Abnormal" difficulty, hold X and press Z, C, L, B, Left, R, L. Go to the option screen to find the new setting.

Nine Credits
For lots of credits, nine actually, press X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. Start the game and each player will have those nine credits.

Rapid Autofire
Press these buttons to get rapid fire for your ship – Hold X and press Z, C, L, B, Left, R, L.





Darius action here. It's not a bad little shooter...

CLOCKWORK KNIGHT

Stage Select
At the title screen (while press starts button is showing) press left, up, right, down, right, right, up, R button. The stage name appears - now you can press up and down to choose a stage.

Final Stage
After entering in the stage select code, press left, right, right, up, tight, right, up, down, right, right, up, R button. Press up twice to find the stage that says Last Boss.



999 lives
At the title screen (while press start button is showing) press up nine times, right nine times, down six times, left seven times, Z, X, Y, Y, Y, Z. You will know the trick worked when you hear the opening theme song playing from the begining again.

Million-Point Bonus
Finish stage 2-2 in under 30 seconds

CLOCKWORK KNIGHT 2



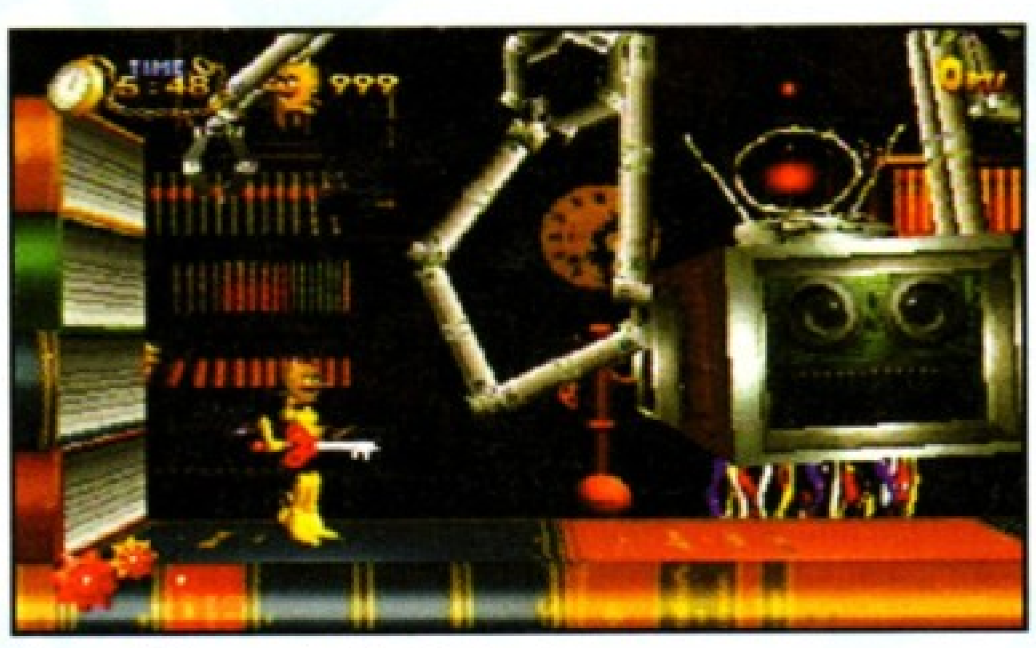

Aha... this'll be the level select cheat then...

Stage Select
At the Title screen press on the D-Pad right, up, left, up, right, up, down, up, left, up, left, up.

999 Lives
At the title screen press on the D-Pad right, up, left, down, right, down, right, up, left, down, right, down.

Watch the ending
At the Title screen press on the D-Pad right, up, left, up, down, up, right, left, up, right, left, down.

Play the mini games
At the bosses galore menu, on the d-pad press up, up, right, right, down, down, left, left, x, y, z



Hmmm. Not sure what's going on here.

Watch the hidden movie
After you finih the bosses galore with a ranking of Expert or Master go to the movies menu. Movie #16 is now available.

Change the Title Screen
Change the Saturn's internal clock to a popular holiday such as Christmas for different title screens!

Hidden Options
Get all four hidden playing cards on each level (there are 32 in total) to get a hidden options screen.



One of the game's hidden FMV movies, presumably.

DAYTONA USA



Play as the horse
In the options set the difficulty to normal. In the mode select screen choose Saturn mode. Place first in each of the three difficulties on each track. After winning the third track scroll until you see "horse"

Karaoke mode
Set number of laps in option screen to normal. Exit options and choose arcade mode. Then selecting a course keep pressing up and choose a course with button C.

Music selection
In the option screen choose Key Assign. Choose type B for the controller setting. While choosing any track and car press and hold A, X, Y or Z depending on which song you want to play. Hold the button until the game starts and listen to the song you selected.

Rocket start
While at the starting grid of the Advanced or Expert courses, hold B (brake). Now press and hold C (accelerate). While accelerating, keeping your RPM between 6500 and 70. When the race starts let go of the break but keep holding the accelerator. Get ready to fly by your opponents.

Make Jeffry do stupid poses for you
On the Expert course, drive up to the statue of Jeffry, and stop in front of him. Press the X button rapidly so he turns, and stands on his head.
Not exactly the most thrilling of cheats, but it was in the arcade original too!

Hear old soundtracks
Finish any race on any track. As you put in your high-scores, try one of these for some old Sega music!

SEX A.B BNB DST E.R EXN GDA G.F GLC GPR DYN H.O KOS LGA O.R ORS P.D P.P QTT R.M S.C SDI S.F S.H SHO SKH SMG T.B TET TOR V.F VFT VMO V.R .KK DEK YAN M.M KOU HSB TAK KAZ ASA YOJ YUI NAK MIT OKA TRS H.S OSI JIM IGA ANI V.C K.J MAS KEN AKI ISO AO. KAG YAM KAO SAO NAG VME A.Y J.B S.B PAI K.M W.H J.M LAU V.R V.F

Make the tyres disappear in the Demo
Begin a game and enter the pit. Before the new tyres are on and while the old tyres are off press A, B, C, and Start to reset the game. Now let the Demo run.

Car Select
At the title screen hold down/right with L, R, C, Y. Once you have all those buttons pressed down, hit Start.

Horse Button Cheat
At the title screen hold up-left, A, B, X, Z, and press start. The horse is yours!

Helicopter View
Choose Saturn Mode, next choose a track. Hold down Start as you choose a car to race in Time/Lap mode. After finishing the race choose yes to watch the replay. Press R at anytime to see the race from a helicopter view.

Speedometer Change
At the title screen hold down x+y+z on controller 2 and hit start on controller one to change your speedometer readout. Either kilometres or miles can be chosen.

Maniac Mode
To access this, wait until the opening demo is complete then when the Sega Logo appears, enter the following: Up, Up, Down, Down, Left, Right, Left, Right, A, B, C. If it is done correctly, you will hear a sound and this mode will allow you to play an extremely hard version of Daytona. This is just the ticket for those who have successfully conquered what is already a pretty challenging game.



It's the Daytona Horse as viewed on the opening demo!



Just bang X a bit to make Jeffry dance on the last level.



The rocket start works the same way on Daytona CCE!

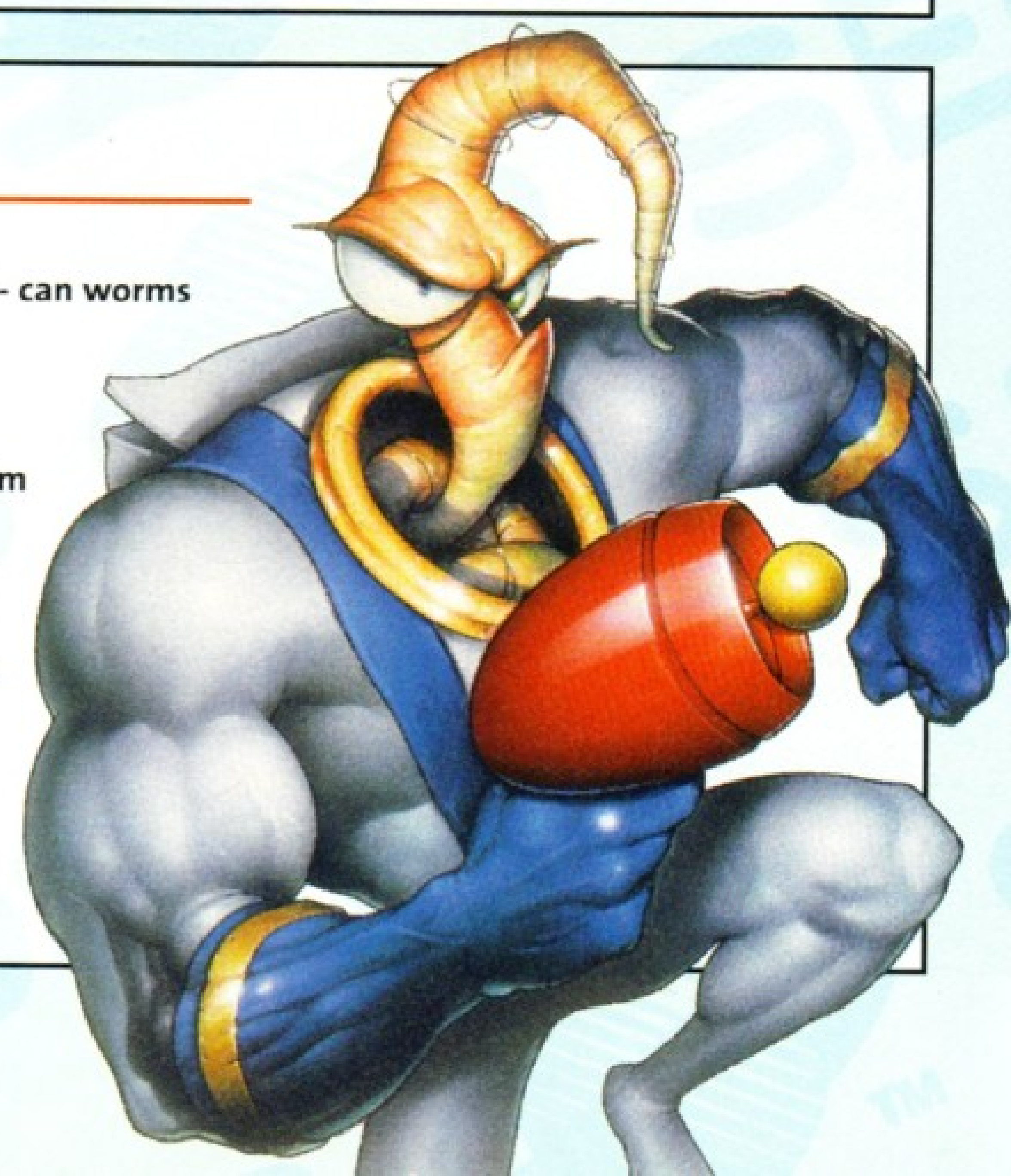
DESTRUCTION DERBY

To get an indestructible car in Championship Mode enter !DAMAGE! as your name. Your name is CHEAT, indicating that curiously, the cheat is active!



EARTHWORM JIM 2

Level Passcodes
Level 2:(normal) gun - energy - blue gun - sandwich - can worms
Level 3: bubblegun - sandwich - sandwich - buble gun - energy
Level 4: 3 gun - gun - missle gun - 3 gun - blue gun
Level 5: energy - bubble gun - bullet - can worms - Jim
Level 6: bullet - sandwich - gun - Jim - gun
Level 7: missle gun - blue gun - bubble gun - bullet - sandwich
Level 8: blue gun - can worms - bullet - missle gun - Jim
Level 9: bullet - gun - missle gun - bullet - Jim
Leve 10: sandwich - gun - Jim - blue gun - blue gun
Level 11: 3 gun - bullet - bubble gun - energy - bubble gun
Level 12: missle gun - energy - bullet - energy - energy



DIGITAL PINBALL

These cheats should be entered on the title screen with "Press Start Button" on it. They give you a variety of messages, like the programmer credits, the version dates and other exciting features.

Credits - C, B, A, A, B, C, Y, Z, X, Down, Down
Weird Numbers - X, Y, Z, X, Y, Z, C, B, A, Up, Up
Sound Pro Version - X, X, Y, Y, Z, Z, A, A, B, B, C, C
Plasma Pro Version - Up, Up, Down, Down, Left, Right, Left, Right, B, A, X

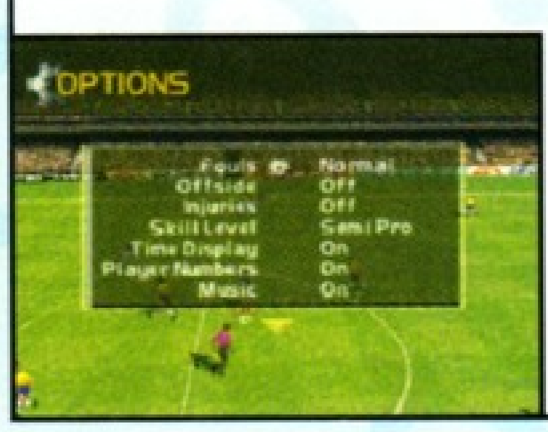
FIFA '96

When playing FIFA there are some secret modes which can be accessed. Pause the game to bring up the options menu and then type in any of the following codes on the joypad. Once codes have been entered, the cheats menu can be selected by pressing A.

Super Power	**Z, A, Z, Z, Z, Z, Z, Z, Z, Z**
Super Defence	**Z, Z, Z, Z, Z, B, Z**
Super Attack	**A, A, A, A, A, Z, B**
Super Goalie	**A, A, A, A, A, Z, Z, Z, Z, Z**
Curve Ball	**Z, A, B, Z, B, B**
Crazy Ball	**B, A, Z, B, B, Z, A, B**
Stupid Team	**A, Z, B, A, Z, B**
Penalty Shoot-Out	**A, Z, A, B, A, Z**
Invisible Walls	**B, B, B, Z, A, A, A, Z**

Also, when the game is paused, it is possible to alter the time of day at which the match is played. Hold the R button and press Up or Down to change the length of the shadows. You can also use Left and Right while holding R to rotate the shadows around the players, changing the position of the sun.





Well, here you go. Some screenshots of FIFA '96 on the Saturn revealing the lovely cheats including Super Goalies, Invisible Walls and so forth. Although intriguing, it certainly doesn't add that much to the game...

GOLDEN AXE: THE DUEL

In vs mode while you win and the words "xxx wins" appears press pause then the Left Shift Button. A short Cut select mode should appear. You can now select fighters without loading.

FIGHTING VIPERS

A vast sprawling array of cheats here, so let's get straight to it. First of all, the Options+ menu is activated simply by completing the game. But that's not all. Oh no.

Get BM and Mahler!
Complete the game again to get Mahler (the junior BM). Select him by moving your cursor off the screen. You can play as BM (the bone fide boss) by completing the game in Very Hard Mode. But that isn't the end of the Vipers frivolity.

Access Kumachan
You can play as the bear from the Armstone City stage by playing on that level in any game mode. Finish off your opponent so they collapse the cage and hit the bear in the background. Access him in the same way as you would Mahler on any game mode.

Turn the Walls off!
This cool cheat eliminates all of the slowdown since the CPU intensive walls are removed! Go to training mode and perform every move for three or four characters and you should find a new selectable on the options screen...





GUARDIAN HEROES

First, go into Options mode. Highlight the EXIT option and hold down X+B+Z. While still holding these down press down on the DPAD. When the cursor is highlighting DIP Switch, hit button A (Note tapping A over and over helps make it work, but it is difficult) Now, when you go into DIP Switch, there should be an option to turn on debug mode! When you start story mode, you can pick what level to start on. You can even level up your character to level 200! Also, during the game, try these out:

Right Shift + Start = Skip 1 level
Right Shift + A + Start = Skip 2 levels
Right Shift + B + Start = Skip 3 levels
Right Shift + C + Start = Skip 4 levels
Left Shift + Right Shift + Start = Go back 1 level
Left Shift + Right Shift + A + Start = Go back 2 levels
Left Shift + Right Shift + B + start = Go back 3 levels
Left Shift + Right Shift + C + start = Go back 4 levels
X + Y + Z + Up = Recover all life points
X + Y + Z + Down = Kill yourself



Essential cheats for an essential game.

With debug mode, you also get all 45 characters in Versus mode, and you can watch all the endings by going to Options mode, then going into Test mode. As I'm sure you'll agree, these cheats are pretty hot - but that's not the end of it. Oh no.

Other Stuff
To find the hidden challenge at the coliseum, play through until you reach levels 3, 4 or 5. Keep running to the right, only stopping to beat people up when the screen stops scrolling. Move into the distant plane and keep running until the end of th stage. You'll notice a small wooden sign, and when you reach it, you'll skip to the coliseum. If you accept the challenge, you'll fight against gangs of enemies until you want to leave, meaning that you can build your experience levels up early on in the game!

To transform Han into Super Han, you'll need to collect the second magical sword from the One-Armed Undead warrior on level 8. From the start of the game, always choose the last option at the end of the levels to get to stage 8, and beat the warrior to turn into Super Han. He looks the same as before, only he gets loads of extra experience points, making him faster and more powerful.

GUN GRIFFON

Enter these codes on the title screen.

Unlimited Ammo
Press B, B, B, C, Start
Remove the Targeting Boxes
Left, Right, C, A, Start
Remove the yellow and red dots on the radar
B, B, B, Down, C, Start
Jump doesn't have to recharge
Up, Right, Down, Left, Z, Start



HANG ON GP '96

These cheats lets you access a few of the extra features in the game which would normally require playing the game. Ugh.

Access Extended Courses
Go to the option screen, highlight "Game Level" and press B. Now press the shoulder buttons in this order: R, R, L, R, R. A beep noise will let you know tha the courses are available.

Free Time Trials
Highlight "Timetrial" on the main menu and press Right, Left, Up, Down, Z. A beep noise should go off.

Access Hidden Bike
Once you have collected the five extra bikes by winning the three extended courses, get a lap time of under 29 seconds on the Long Albatross Cliff Reef track. The silver bonus bike is yours.

Mirror Tracks
If you come in first in all the tracks in the endurance mode you will then be able to play the mirror versions.



Look! Secret tracks! Accessed without completing the game!



THE HORDE

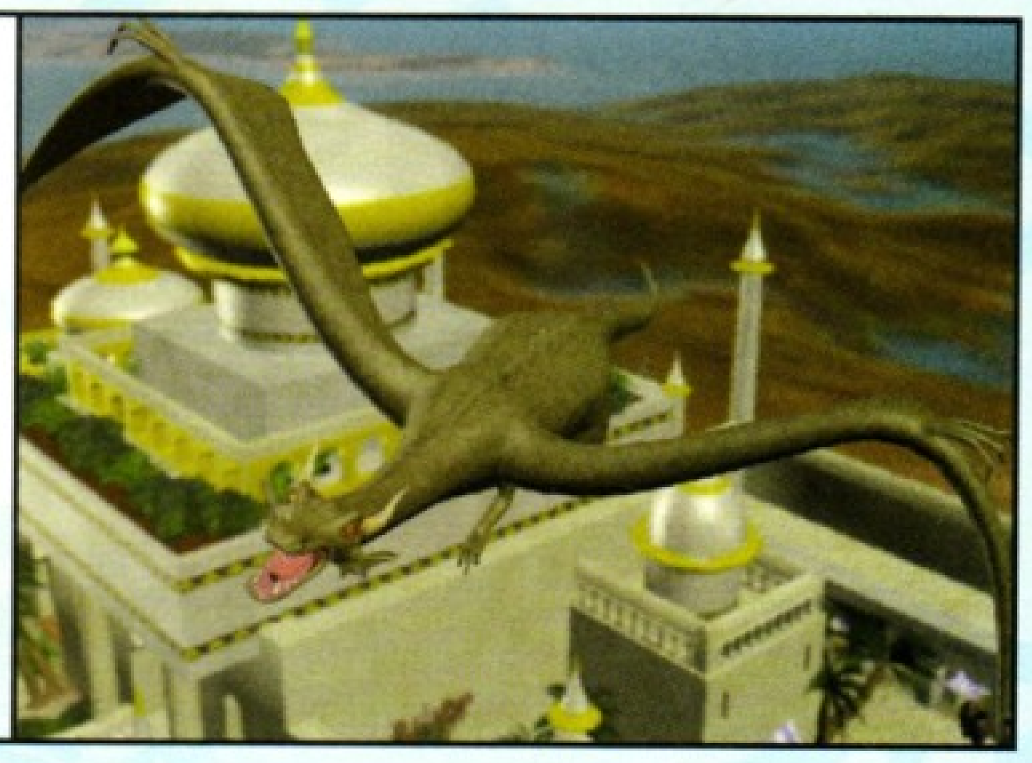
Press pause and type the following.

Reveal the map
Left, A, up, down, B, A, A, B.
Unlimited continues
A, down, right, A, down.
All items available
B, right, A, left, left, down, right, A, A, left.
Level Warp
Down, A, Left, Left, Down, A, A, Right
Maximum Loot
Left, A, A ,B, Left, A, Right, Down.
Play after Villiage Destroyed
A, Down, Down, Right, A, Down
Invulnerability
B, Up, Right, Down, A, Down, A, Right



MAGIC CARPET

Go to the options screen and test the following sound effects in this order 11, 31, 15, 5, 26, and 22. The Cheat should appear on that screen along with a level select option. While playing the game after you enter the code, Pause it and hit X to access all spells. Hit Y to finish the level. Hit Z to get a nice mana bonus for yourself. Very useful indeed because as we all know, mana is the key to success in this particular game.



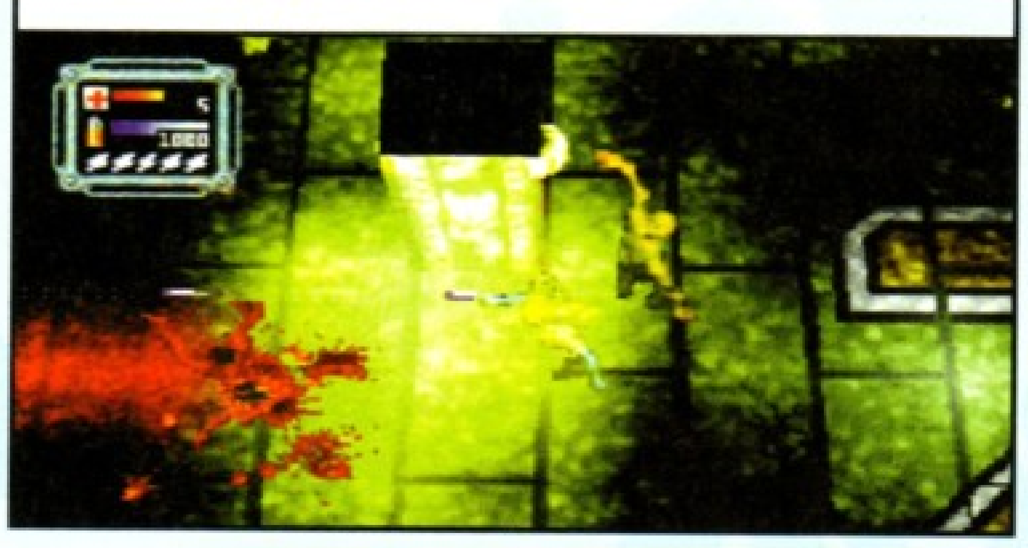
MORTAL KOMBAT 2

To get the secret screen with the cheat switches, press Down, Up, Left, Left, A, Right, Down, B, Y, C when the intro pictures are being displayed. Fascinating stuff eh?

LOADED

When playing press start to pause the game and highlight the BGM volume option. Now press and hold the L button Z,B,X,C and R button. Now just press the L button on paused menu screen to bring up the cheat menu screen.





JOHNNY BAZOOKATONE

Some codes for this absymal example of a platform game.

Second Stage
Walker
Third Stage
Overtime
Fourth Stage
Villa
Fifth Stage
Endboss

Infinite Lives/Level Select
Enter the word taehc. Your life counter will say 24, but will never decrease. To skip a level pause the game and press x.

Here's another tip:
don't buy it! No, I can't believe I wrote that either. D'oh!



MYST

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst". Load the game up and wait for the "Cyan" screen to appear. Now press and hold L, R, A and Start. Keep them held and the sequence will start up. It's jolly interesting too, you know.





Personally I thought Myst was intensely dull, so the prospect of watching a "Making Of.." doesn't exactly take me into the realms of ecstasy.

NBA ACTION

Freefloating camera in replay mode
First, pause the game and choose the replay mode. Go to the Change Camera option and hold either the L or R button. Then, during the replay, you can move the camera by holding R+Z and using the D-Pad to move it around.

Change the side of the Court
You can also swap the end from which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now hold the R button and press Z to change the position.

NBA JAM: TOURNAMENT EDITION

The NBA Jam games always contain secret characters, and the Saturn version's got a massive number of them. To play as any of the characters listed, answer "Yes" when asked if you want to enter your initials, then hold the L and R shoulder buttons while entering these letters and dates. "Secret Player" will appear on the screen to let you know that it has worked. By the way, the commentator even calls out all of the secret character names when they get the ball!

Charles	CHA	May 4
Clinton	BIL	Jun 3
Hillary Clinton	HIL	Nov 6
Mike D	M_D	Jul 1
Adrock	ADR	Apr 6
MCA	MCA	Apr 9
Heavy D	HEA	Jan 9
F Prince	FRS	Feb 2
Jazzy Jeff	JAZ	Oct 9
Benny	BEN	Sept 20
Blaze	BLZ	Jan 14
Hugo	HOR	Jun 12
Bird	LAR	Jan 15
Gorilla	APE	Apr 2
Crunch	WOL	Mar 7
Catling	CAT	Jan 2
Hutchinson	BAR	Apr 9
Magic Hair	STH	Dec 8
D Falcus	DAZ	Aug 6
Hodgeson	HOG	Dec 31
Tunnicliff	SAT	May 7
J Falcus	JAS	Nov 16
Jax	JAX	Mar 1
Mad Mike	MUS	Dec 24
McHugh	BAA	Jul 12
Gray	ROB	Feb 23
Higgins	TOM	Feb 19
Hill	ZIG	Apr 7
J Moon	JAY	Aug 24
Chow Chow	CHD	May 5
Brutah	GOW	Jul 17
Weasel	DAN	Jan 2
Snake	SNK	Jun 15
Renaldo	REN	Feb 4
Fumungus	GUN	Jan 11
Kabuki	KUB	Apr 14
Max	LIZ	Aug 7
Sequoia	SAW	Apr 10
Boo-Boo	THI	Nov 1
Pistol	WAN	Jun 10
Facime	DEL	Oct 19

Air Dog	AIR	Jan 21
Carlton	CAL	Mar 25
Divita	DIV	Jul 3
Goskie	GOS	Jan 6
Liptak	LIP	Jan 14
Rivett	REV	Jul 6
Turmell	TUR	Jan 31
Thomas	FNK	Jan 8
Gordon	GOR	Jul 3
Shelley	SHY	Jun 8
Moore	MOE	Jun 8

These bonus codes can be used as cheats. Enter them in the same way as the secret characters. Enjoy these extras, why don't you?

All 27 teams defeated	FIN	Jan 1
26 of 27 defeated	END	Jan 1

Once all of the teams have been beaten, you play again with extended team rosters; secret opponents and hidden power-up modes. Pretty damn exciting eh? Well, we think so.

Special Effects
Choose to start a game, and when the Tonight's Matchup screen appears, press any of these buttons to get special effects. Yowzer, this game just gets better and better!

Giant Body	A and C repeatedly
Giant Heads	B, A, Y, C, repeatedly
Baby Mode	B and C repeatedly
Quick Hands	Left, Left, Left, Left, Y, Right
Power-up Defence	Right, Up, Down, Right, Down, Up
Power-iup 3 Pointers	Up, Down, Left, Right, Left, Down, Up
Maximum Power	Right, Right, Left, Right, C, C, Right



This Big Heads malarkey's getting a bit out of hand if you ask me. Especially here.



And there's another version of it. Hmmm. The players look a lot smaller here.



Plenty of cheats for all these NBA Jam games, including all of the secret teams and what-have-you.

THE NEED FOR SPEED

Get the Warrior Car and Lost Vegas track
To get the hidden and ultra-fast Warrior car, as well as the hidden Lost Vegas track, enter the Tournament code TSYBNS.

Rally Mode
To turn all of the tracks slippery (Rally Mode), hold the L+R buttons when selecting a track. The track textures will now look slightly rougher than before and the grip will also be lowered, making it easier to powerslide.

Hidden Jump
First pick the Rally mode of the Lost Vegas track by holding down the L & R buttons, then look for the section of the track that is under construction. Go to the end of that section and then turn around and keep going until you hit a great hidden jump.

NHL POWERPLAY HOCKEY

Virgin's first foray into the heady realms of Saturn sports simulations is this rather splendid 3D game. Still, enough of this waffle. It's the tips you want, so here you go with a cheat to get the ultimate team in the game!
Hold A+Y+C when the screen fades from any screen to either the quick start or main team select screens. To the left of the Ducks logo you should now see the logo of the Rad Army Team (Radical Entertainment Team with a 99 Rating)



Powerplay Hockey. A nice picture for you.

NHL ALL-STAR HOCKEY

To power any of the players up to the absolute maximum, go to the Player Attributes screen and press A+B+C+X+Y+Z. This will let you boost every area to the top.

To get loads of hidden game modes, select a two-player game and press the X+Y+Z+L+R buttons during the player introductions. Then, when the National Anthem is playing, press:

L+R	Big Players
A+B	Mini Players
A+Y+Z	Upside-down Players
A+X	Puck slides to the centre
X+Y+R	Bouncy Puck





A vast montage of cheats and various stuff for this aged Sega Ice Hockey simulation, which ain't that good. They're not really entirely useful if the truth be told, but hey - I was in tears laughing when I saw the upside-down mode. No, honestly I was. No kidding. Uh-huh.



NIGHT WARRIORS

Not only is the regular game completely brilliant, these cheats are ace - US mag DieHard GameFan had to re-rate the game after seeing these!

If you go the options screen and highlight the speed option and press X, X, Right, A, Z quickly (Akuma's hidden firecracker move in SF Alpha), you'll be able to move the speed stars up to 10. This makes the game ridiculously fast and difficult to control, but it's great fun!

If you highlight the key configuration option and press B, X, Down, A, Y quickly (Anakaris's ex-special), an new option will appear – Appendix. Select this to get loads more options, including one to turn on the full arcade animation when two of the same character are fighting each other. Also, a complete version of the original Darkstalkers arcade game! Amazing!









OFF WORLD INTERCEPTOR EXTREME

Here are the complete level codes. Level 6 is the hidden track – Morphus Moors.



2	HD6S?KBILKL5KHRBM
3	WPNS44943LXKMWGM
4	HPWSPFH77L2KRWVL
5	3MSCWFY?TSTWZYSP
6	8V!DM8F78HZJHSPL

BMG haven't exactly had much luck with quality Saturn wares (barring the brilliant Exhumed) and Off-World Interceptor really is quite poor.

PANZER DRAGOON

Space Harrier mode
Pop open the Saturns data memory menu (with no CD inserted). Choose German as the language (Deutsch). Load the game CD. When the title screen appears press up, X, right, X, down, X, left, X, up, Y, Z. You will hear the sound of your dragon being hit if done correctly.

Wizard mode (double speed)
At the title screen press start. When Normal Game option appears press L button, R button, L button, R button, up, down, up, down, left, right. Wizard Mode now appears.

Invincibilty
Press start on the title screen that says "Press Start". When Normal Game and Options appears, press the following buttons followed by the following pad directions. L button, L button, R Button, R Button, Up, Down, Left, Right. If this trick works you will hear a sound like a dragon getting hit, and the words Invincuple Mode will appear. If you use this trick, you will not get the good ending.

Play Episode 0
At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R,. You can use the invincibility code so your health meter doesn't run down as time passes.

Unlimited Continues
At the Normal Game, Options screen hit Up, X, Right, Y, Down, Z, Left, Y, Up, X. And there you go. Simple really.



Episode Select
At the Normal Game, Options Screen hit Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.

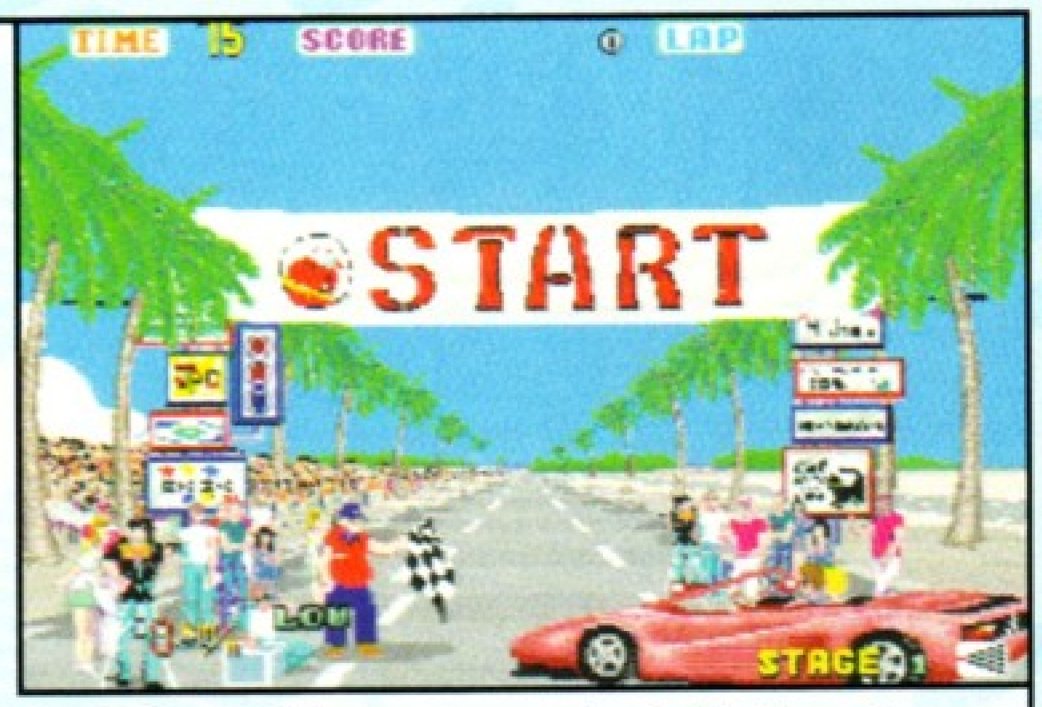
The Ultimate Code
At the easy game options screen enter up, X, right, Y, down, Z, left, Y, up, X. This code acts as if you beat the game on very hard without continuing. The polygon man becomes a girl, pressing x, y, or z at the episode screen changes the color of your weapon.

Watch the Hard Ending
At the easy game options screen enter up, up, down, up, left, left, right, left, down, down, up, down, right, right, left, right. This is useful for some of the codes above.

OUTRUN

Better Grip
Hold A and C and go to options and then check out the Cornering mode in the bottom of the screen. if you set to easy, you get better cornering, oddly enough.

Arcade Credits
During the Sega logo, press 2P controller's A+C+START, then you can "input money" as in the arcade by pressing the L button on the player one pad. Also, you can now continue. Just like the coin-op.



Play OutRun at 60 frames per second – double the update speed of the original arcade machine!



Smooth Mode
Go to the options screen and select mode (overseas, Japan). Hold down A and C and press left or right. Now you get two extra modes: Japan (smooth) and Overseas (smooth). In smooth mode the game runs at 60 frames per second.



PANZER DRAGOON ZWEI

Pandora's Box
When you beat the game go to the option screen and you will see the option for Pandora's Box. If you turn it on you won't be able to access your save games though. It will allow you to select various options such as your dragons growth size, different weapons, and stage select plus a new level. The better you do in the regular game, the more options you'll be able to select from.

Get all of the options available in Pandora's Box
To get all the options you need to beat the game with a 100% score and a rank of Winged Death.

Open all of Pandora's Box
After playing the game for 30 hours all the options in Pandora's Box will open up to you.

Space Harrier and Dragon Mode
Once all options are open in Pandora's Box go to the life selection. Choose Lundi for Space Harrier Mode and Lagi for Dragon Mode

Analogue Trick
While using the Analogue joypad set to circle (analogue mode) you can turn the dragon's head with the standard non-analog control pad. It's mildy entertaining, albeit useless.



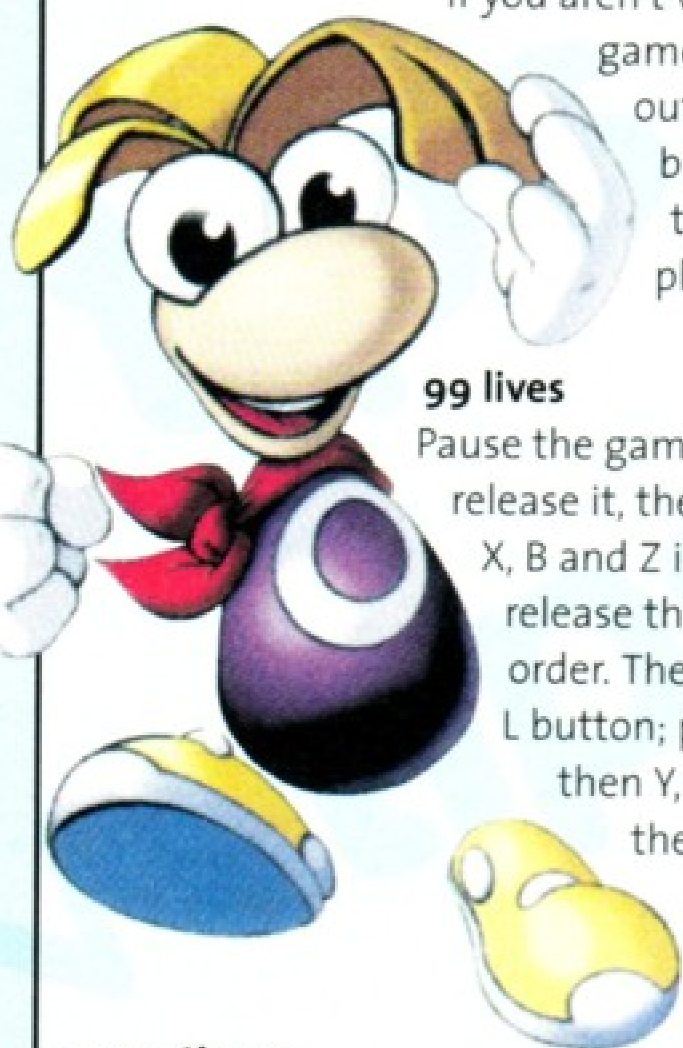
Double Speed!
To speed the game up to double, go to the title screen and press Left, Right, Left, Right, Up, Down, Up, Down. Now when you play, the game will be extra fast and harder than before. To get ???????????, go to the title screen and press Left, Left, Right, Right, Up, Down, Left, Right.





If you don't own this game, you really must be quite mad. There's NOTHING like this on PlayStation. It's a work of genius!

RAYMAN



If you aren't very good at the game, try these cheats out. They're probably harder to do than actually completing the game.

99 lives
Pause the game, press Up and release it, then press and hold X, B and Z in that order, then release them in the same order. Then press L button, L button; press and hold Up then Y, then release them in the same order. Then unpause.

10 continues
Pause the game, press Left and release it, then press and hold A then C, then release them in the same order. Then press and hold Z, L button and R button in that order, then release them in the same order. Then press and hold X, Z and Up in that order, then release them in the same order. Then unpause.

Refill Energy
Pause the game, then press R button, Left, Up, Right. Then press and hold C then B, and release them in the same order. Then press and hold R button then L button, then release them in the same order. Then unpause and let the Rayman frivolities enter new realms of fun!



Cheat your way through this dull game with the aid of the huge amount of tips and suchlike located on these pages. 99 Lives eh? That's about 100 too many.

ROBOTICA

Refill Commands
Press and hold L and R on controller one. Now on controller two: press A for shield, B for generator, C for bullets, X for weapon power up, Y to get the level item, and Z to load the map and start to skip to the next level.

Level Skip
Hold L+R shoulder pads on controller 1 + push start on controller 2 to jump to the next level.

SEGA RALLY



Access Lakeside
Once you've activated this cheat, it will be saved on your Saturn's memory for as long as you want it. This cheat will enable you to select the Lakeside course on Practice, Time Attack and two player mode. It will also appear on the Record screen and you'll be able to select the Lake Side music on the sound option screen. There's two ways to get this cheat to work.
EITHER:Finish Championship mode in first place.
OR: Press X and Y simultaneously on the mode select screen.



Drive the Stratos
Unless you're absolutely brilliant at Rally, you'll probably still be tearing your hair out trying to obtain the secret car – the Lancia Stratos. This cheat allows you to access the car at all times and also save it on to the record screen. Again, this can be accessed in two ways:
EITHER: Finish the Championship Lakeside mode in first place.
OR: Press X,Y,Z,Y,X on mode select screen.

Drive Stratos in Arcade Mode
This cheat will only work if you select arcade mode on the options screen. Once the Stratos cheat is activated (see previous cheat), press right when the cursor is on Delta MT (on the car select screen) for the Stratos MT. Press left when the cursor is on Celica AT for Stratos AT. Your course record will not be saved when in this mode.

Get Hyper Cars!
This gives your cars a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but you'll soon realise the difference when you start shaving seconds off your previous times. Incidentally, you can also access this cheat in the arcades too.

To access, hold X and press C to choose a car on the car select screen. Your car will automatically be set to hyper car mode, and there's a new record table for hyper cars. However, the time comparison does not work in this mode.

Mirror Mode
Well, it wouldn't be an AM game unless it came complete with a mirror mode, would it? In arcade mode, go to the "select game" screen, then hold Y and press C to select either Championship or Practice mode.
In Time Attack or two player mode, go to the course select screen, then hold Y and press C to select the course. Time attack records and ghost data will not be recorded, and no ghost car will be available.

Camera Zooming on End Sequence
To zoom in when the end sequence is being played, hold Z and Down, then press L or R to zoom in or out.

Full-Screen Mode
To play the game without any on-screen dials, hold Down, X, Z and A before the Car Select screen appears, and keep them held while you press C to select a car.

Race against AM3's finest!
To race against one of AM3's top drivers on the Desert course, select Time Attack. Choose any course and any car and when you reach the screen with "3 Laps" and "Free Run" options, highlight "3 Laps" and press X+Z+C at the same time. You'll start as usual, only the shadow car will race off and get 52 second laps on the Desert course. By the way, this is another feature not included in the inferior American version of the game. It's also a rather excellent addition!



Sega Rally. Now there's a game. Controlling the Replay Zoom angle isn't really the best cheat...



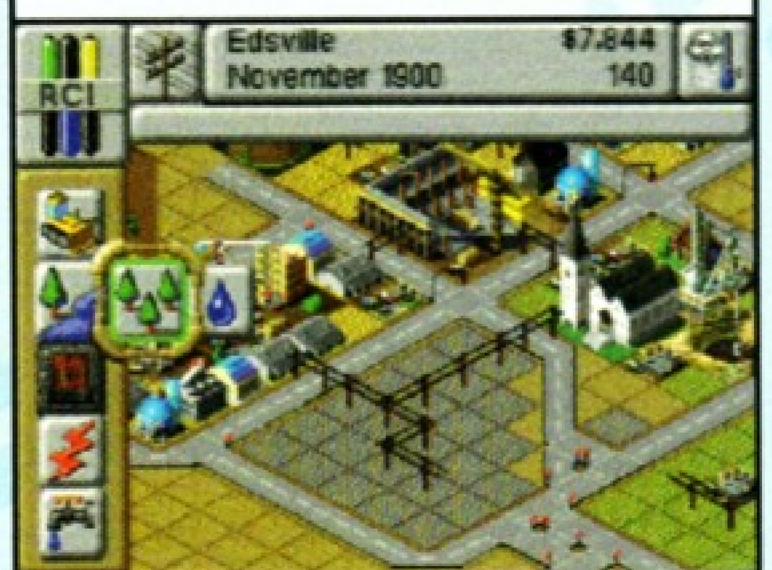
... Unfortunately we couldn't locate any pics of the Stratos from our files, so replay zooms it is.

SHELLSHOCK

In the hangar press down, up, down, seven times up, down, down, A, A, A. A cheat menu should appear.

SIM CITY 2000

To get a gambling reel where you can gable all your money away, start a new city and build a marina and legalise gambling as soon as you can. Keep watching your marina and highlight a boat when it comes out. Now press the L button to bring up a slot machine! You'll use up 10 dollars every time you use it, but you can keep gambling for as long as you like.



Sim City 2000: a bit too slow really.

SHINOBI-X

To get 999 shurikens, go to the options screen and highlight the 'Shurikens' option. Now hold the L and R buttons and press C, A, B. The number will change to '999', meaning that you've got loads to throw around when you start the game (a similar cheat was in Megadrive Revenge of Shinobi).
If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running, press C, X, B, Y, A, Z, Start. To skip levels: pause the game and then press A, B, A, B, C. Now use the D-Pad to pick your level.



SPACE HARRIER

Hold L+R+A+C+Y at the title screen, press start to the OPTION menu. This adds the "Shadow Mode" and "M Stick Adust" modes. There are arcade mode and Saturn mode switches under the Shadow Mode option.

Five Continues
On the second controller Press A, C and Start when the Sega logo appears. You should hear a sound and get five extra credits.

STORY OF THOR 2

Press Z to call up the weapon menu. Then hold X and press the Left Button. Release them and a second player is added. Hurrah! A two-player mode!



Some stock pictures of Story of Thor 2...



... Where we DON'T show the two-player mode! Yeah!

SOLAR ECLIPSE

When playing a game, pause and press Right, Down, Down, Left, then press one of these sequences to get many exciting effects.

All weapons and shields	**A, Left, Left**
Nine Lives	**B, Up, Down, Down, Y**
Invincibility	**B, Up, Left, Left, Y**
Cloaking	**Down, Right, A, C, Up, Left, A**
Death Star Trench	**Right, Right, Down, Down**
Fade to Black	**X, Y, Z, Z, Y**
Programmer Heads	**C, Right, A, Z, Y**
House Hunt	**Y, A, Right, Down**



One phrase: oh dear.

STREET FIGHTER ALPHA

Here are the cheats to play as the three hidden characters, as well as how to perform Akuma's hidden firecracker throw.

M Bison
Hold the L button and move down to the "?" on the character select screen. Now press Back, Back, Down, Down, Back, Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.



Even SFA2 doesn't have Dramatic Battle!

Akuma
Hold the L button and move down to the "?" on the character select screen. Now press Back, Back, Back, Down, Down, Down, then press X and Y to select him. Press A and B instead for alternate colours.

Dan
Hold L and R and move to the "?" on the character select screen. Keep holding L and R and press Y, X, A, B, Y to select him. Press Y, B, A, X, Y for alternate colours.

Akuma's Instant Hellish Death Strike
One of the most incredible moves in the game is Akuma's secret combo which can take off around 50% of an opponent's energy bar. When charged up to level 3, press LP, LP, Forward ,LK, HP. It has to be done very quickly but will connect from most places on the screen.

Get the original Blue Super Shadows
For the original blue super shadows set the music to original in the options mune.



This array of cheats from Street Fighter Alpha is pretty cool. Very cool in fact, although Capcom did top it when it came to doing Street Fighter Alpha 2.

STREET FIGHTER ALPHA 2

Choosing Stage
When 2nd player joins in Arcade mode, the player can choose stage like in the arcade. First of all, choose your favorite stage, and then move cursor on the stage and press Start button for a second. Now choose a fighter that you wish to use. If you want to select secret stage of Sagat and Bison, press start button on their stage. While pressing the start button, move cursor on a fighter you wish to use.



Chun-Li's old clothes
Move cursor on Chun-Li and press start button for 3 seconds, while pressing the start button for 3 secconds, press any button to start.

Evil Ryu
First of all, move cursor on Ryu. Second, press the start button and hold it down. Third, move cursor over the following: Adon, Akuma, Adon, Ryu. With Start still held down, select Ryu. You'll now have a more powerful Ryu with Akuma's Death Strike!

Old Zangief
Like selecting Evil Ryu, press and hold the start button, then move cursor over Zangief, Sagat, Sodom, Rose, Birdie, Nash, Dalshim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief" You'll be able to choose Zangief from Street Fighter II

Old Dhalsim
Like selecting Zangief, press the start button, then move cursor over Dalshim, Zangief, Sagat, Nash, Dalshim. You'll be able to choose Dalshim from Super Street Fighter II Turbo.





Play with Devil Akuma
Bring select cursor to Akuma, hold down start and then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then Press and press Punch or Kick.

Save Hidden Characters
Once you've performed a fighter code, you can shortcut to the secret character on the shortcut Versus Screen. Simply press and hold start then select the character.

Infinite Custom Combos
In training mode, hold down L and start while picking a character. When perform a custom combo, the meter never runs out.

Fight Devil Akuma
In survival mode, hold down L and start while picking a character. You will fight the characters in a different order. Chun Li will have on her original outfit, and the final character you fight will be Devil Akuma. There's just so much in this awesome game!













THUNDERHAWK 2

Here are the codes for all levels for your perusal.

SOUTH AMERICA (ARMS RUNNING)
1 - J411KFC5QBDUTIQ
2 - J9N1HNC7UBDVRUA
3 - J93HU3C61BDVØOQ

SOUTH AMERICA (STEALTH DOWN)
1 - JRKHUFC8QBDVVVA
2 - JR49UFCRNFDFTEI
3 - JTHPUNCQFFDFQSQ

PANAMA CANAL (CANAL CRISIS)
1 - JVFPVJCTRFDF192
2 - JU89TQKVLJCFSD2
3 - J1JDQUC1SJCFRH2

CENTRAL AMERICA (RECAPTURE TOWN)
1 - J188RQCIJCF1DA
2 - JJD8RNCLDNAFSEI
3 - JJJDRNCK8NAFRBA

EASTERN EUROPE (ESCORT CONVOY)
1 - JIP8RNCMMNAFØ1A
2 - JIKKRPCDBREFS8A
3 - JMV4RPCA8REFRMI

MIDDLE EAST (RECAPTURE TERRITORY)
1 - JA24RMSFIREFØEA
2 - JDL4RNSELUMFTMA
3 - JFH4RNSHSVMFRK2

MIDDLE EAST (OIL DISPUTE)
1 - JFNKRNT36VMF162
2 - JGDKRND3636FSFQ
3 - JG34RND5436FQCQ
4 - I3VKRND6E36FØKA

SOUTH CHINA SEAS (PIRACY)
1 - I344RND9A36FUFI
2 - I4O4RND9C66FTL2
3 - IV1KRNDRH66FQ8A

END SEQUENCE
IUN43NDTJ66FØ8A

STREET FIGHTER: THE MOVIE



Secret Configuration
Press the start button to pause the game and press A or C to pull up a game contoller configuration panel.

Play as Akuma!
At the character selecy screen pres up, B, down, Z, right, X, left, Y. Akuma's outline appears in the background.

Music Video
All you need to do to get it is complete the game in 'Movie Battle' mode. Once you've beaten Bison twice (jump kicks is the easiest way) the video will play. To see it at any other time, go to the 'Battle Select' screen then select the 'Back Up' option to get the screen with 'Video Clip' on it. Select this to get the video to the song 'Something There' performed by Chage and Aska. Watch it closely and you might spot some of the SF Movie characters, as well as seeing the guitarist's really bad miming.



Perhaps Homer Simpson summed it up best when he said, "D'oh!".







TOSHINDEN REMIX

Big Heads Code
At the title screen press and hold the Left and Right Shift buttons. Next choose your character as normal, and they will have huge heads! What a novelty - I've never seen that before! It'll be in Virtua Cop 2 next. Oh it is. Sorry.

Play Bosses
To access the three hidden characters – Gaia, Sho and Cupido – go to the title screen (with Press Start flashing up) and press Up, Down, Up, Down, Right, Left, Right, Left. You'll hear Ellis shout to let you know that it's worked. Now start any type of game and the two bosses, Gaia and Sho, will be added to the right-hand side of the screen. To select Cupido, highlight Sho, hold Up and press any button.

Free Camera View
To access the free camera view, pause a game at any time and go to the options screen. Highlight "Exit" and press the L and R buttons at the same time. The pause message will disappear and you'll now be able to control the camera.

D-pad - Move camera
L - Rotate left
R - Rotate right
Y - Zoom in
Z - Zoom out



Zoom in. Zoom out. Rotate it around a bit. And then put VF2 back on.



TITAN WARS

Pause the game at any time and press Right, Down, Down, Left, then key in one of these sequences to get some wacky modes!

Guidable Weapon	**B, A, Left, Left**
Tracking Weapon	**Left, A, Down, Y**
Horde Level	**C, Up, Down**
Chowder Level	**Y, Down, Down, Up, Right, C**
Frost Byte Level	**B, Up, Right, Right**
Somethin' Trippin Level	**B, A, Right, Start**
Detonating Weapons	**Down, Up, Down**
Rally Mode	**Right, A, L, L, Y**
Video Test	**Up, C, B, A, Down**



Getting back to BMG again – they really have released some duffers, such as this particular piece of software.



Once again I refer you to their excellent game Exhumed which really does cane this rather sorry little game.

ULTIMATE MORTAL KOMBAT 3

FreePlay Mode
Do the following codes on the purple skeleton screen. Up, Up, Right, Right, Left,, Left, Down, Down; or Up, Up, Left, Left, Right, Right, Down, Down. If you did it correctly a voice should say "Excellent" Then wait for the menus and don't push any buttons. Either of these codes are supposed to put you in freeplay mode.



This game really is dull compared to Street Fighter Alpha 2.

Hidden Character Codes
Here are all the Kombat Kodes we know at the moment. They should all be entered on the battle screen – player one controls the first three figures, and player two controls the next three. The numbers correspond to the number of times each button needs to be pressed for the correct symbol to come up.

Mileena - 700723
Classic Sub-Zero 760520
ERMAC - 964240

Play Human Smoke
Player 1: After selecting the robot hold Left+HP+BLOCK+HK+Run
Player 2: Use the above code but substitute Right for the Left.
His moves are very similar to Scorpion's:

Harpoon	**B, B, LP**
Teleport Punch	**D, B, HP**
Air Throw	**BK in mid-air**
Decapitation Fatality	**R, BK, R, R, HK**
Fatality	**Unknown**
Friendship	**Unknown**
Babality	**D, B, B, F, HP**
Animality	**Unknown**
Pit Fatality	**Hold BK + press F,**
U, U, LP	



A secret fighter. Two actually.



Change the opening quote
While Shoa Kahn is laughing on the purple skull screen press down, up, left, left, A, right, Down. It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge".

Extra treasures of Shao Kahn
If you beat the game on 2nd Master Mode and get to the treasures of Shao Kahn go to the last one on the right and now push right one more time for more treasures!

Additional Kombat Kodes

033-000	**Half Energy for Player 1**
000-033	**Half Energy for Player 2**
707-000	**Quarter Energy for Player 1**
000-707	**Quarter Energy for Player 2**
010-010	**Throw Encourager**
100-100	**Throwing Disabled**
020-020	**Blocking Disabled**
987-123	**No Meters**
300-300	**Silent Kombat**
788-322	**Quick Uppercut Recovery**
044-440	**Sans Power (Little energy in round 3)**
688-422	**Dark Kombat**
444-444	**Randper Kombat (Random morphing)**
985-125	**Psycho Kombat (Dark, randper, no meters, no block, quick uppercut)**

466-466	**Unlimited Run**
642-468	**Play Galaga**
999-999	**Show revision number**
390-000	**Player 1 does half damage**
000-390	**Player 2 does half damage**
390-390	**Both players do half damage**
040-404	**Real Kombat**
722-722	**Combo system enable**
321-789	**Super run jumps**
975-310	**Regenerate power bars**
555-556	**Special moves disabled**
024-689	**Super endurance mode**

Kombat Zone Select:

004-700	**Kahn's Kave**
330-033	**Desert**
002-003	**River Kombat**
666-444	**Scorpion's Lair**
933-933	**Ermac's Portal**
091-190	**Bell Tower**
077-022	**Bridge**
666-333	**Graveyard**
800-220	**Kahn's Tower**
600-040	**Kombat Temple**
050-050	**Noob's Stage**
820-028	**Pit 3**
343-343	**Roof**
123-901	**Soul Chamber**
079-035	**Street**
880-088	**Subway**


Fatality action. How exciting!



Text Messages:

717-313	**"Rain can be found at the graveyard"**
448-844	**"Don't jump at me"**
122-221	**"Skunky!"**
004-400	**"Watcha gun do?"**
550-550	**"Go see Mortal Kombat the live tour!"**
282-282	**"No Fear"**
123-926	**"No knowledge that is not power"**
987-666	**"Hold flippers during casino run"**

Winner Fights:

969-141	**Winner Fights Motaro**
769-342	**Winner Fights Noob Saibot**
033-564	**Winner Fights Shao Kahn**
205-205	**Winner Fights Classic Smoke**

Smoke Morph for Shand Tsung
Back, Back, Down, LK (do this fast)

Ultimate Code
At the title screen hit C,Right shift, A, Z, Y, C, Y, Right shift, A, X. Hit Up on the main options to reveal the ? The following options should be available for you.

Free Credit
Mileena
Ermac
Classic Sub Zero
Fatality time
One round matches.



VICTORY BOXING

One of the best features of Victory Boxing is that there are lots of secret characters. To get them you'll need to play the game through in Main Event mode and complete it as the top rank.
Though all of the characters look very different, they're fairly similar when it comes to fighting. They've all got top stats in every area, meaning that the fights between them can last a long time.

KIKI AND NANA:
The deadly mother kangaroo with her ninja joey.
m-091j:
The Dural-like silver characters from the fighter select screen.
YAMOTO MUTSU:
A kick boxer who doesn't use his feet. But is still rock hard.
SNAKE:
The one-eyed trainer and his bottle of grog.



Boxing Kangeroos! Whatever next?

As you play through the game, you'll learn some excellent combos from Snake the trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which head you choose for your character and for a left-handed fighter, the directions should be reversed.



Oh some Street Fighter style characters.

DETROIT STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Tiger Swing	Up, Down, C
Slash Ax	Down, Up, B

OSCAR STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Jolt Hook	Up, Down, C
Glide Burst	Down, Down, C



New characters on the select screen...

OPEN STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Smash	Down, Left, B+C
Corkscrew	Up, Left, B



... Someone was obviously influenced by Dural.

PHILADELPHIA STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Combo 4	Left, Right, C
Boro Punch	Up, Down, B+C

PEEK-A-BOO STYLE

COMBO NAME	PRESS
Combo 1	B, RIght+B
Combo 2	B, C
Combo 3	Left, Right, B
Sero Upper	Up, Up, B+C
Dempsey	Left, Right, C



Well, being able to control this really makes me want to dig up that old Victory Boxing CD.

VIRTUA FIGHTER



At the title screen (when it says Virtua Fighter, press start). Press up 12 times, then immediately press start! Choose options. Move the cursor to below exit, and then press A. Now you can change the size of the ring, amongst other things.

Play as Dural
In the character selection menu, press down, up, right, and A-button + left. If it worked you will hear a woosh sound.

Watch the Credits
At the opening demo hold A+B+C to see the credits.

VIRTUA COP



Despite the sequel being out, this is still ESSENTIAL!

Here's the short cut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and press Up, Down, Left, Right. Go to the title screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeplay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.
If you want to enter this cheat with the Virtua Gun, however, you have to follow this little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.

The Gun Select Code
The hidden Gun Select option allows you to pause the game and select any of the weapons at any time – including a special ultra-fast version of the Machine Gun – with unlimited ammo! Simply press the Start button to pause, then reload by shooting off the screen to cycle through the weapons.
Start the game up and when the SEGA screen appears, hold C and press Down, Up, Right, Left, Up, Up, Left, Right. You'll hear a noise and the option will now be accessable from the cheat menu (see issue 4 for details). By the way, you'll need to have the Ranking Mode options already saved in your Saturn for it to work, either by completing the game or by using the cheat.





Another pic of the Special Gun.

VIRTUA FIGHTER 2

Play as Dural
The same code that is listed above for Virtua Fighter 1 works exactly the same way for the second one.

Slow Motion Replays
Hold Down+A+B+C during the KO to watch the reply in slow motion.

Play with alternate charcacter colors
At the character selection screen, choose you charcter by pressing up+c to get the second uniform.

Play as Gold Dural
To play as the gold Dural reverse the middle of the Dural code by pressing Down, Up, Left, A + Right.

Jeffrey's Teleport
To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see what happens. It can be done anywhere.

Copy Taunt Trick
Make your opponent stand on the edge of the ring, so when the announcer says "Time Out" the opponent will stumble out of the ring, and instead of doing his losing animation he will copy the winners victory animation.

Watch the Credits
Hold down all six buttons during the demo of the game and the credits will roll by.

Options for Watch Mode
In watch mode you can choose the characters that will be fighting by pressing start when the selection box goes over that character. Player one must go first, then player two. Also, Watch Mode you can press X to change the view from standard side view to sweeping view.

Select Taunts
During the replay press and hold down either A, B, or C to select one of your character's taunts, instead of letting the game pick it for you.

Play VF1 Music
To play Jacky's VF1 music, in the moments before the match press and hold the Right-Shift button on control pad 2. Do the same on control pad 1 for Sarah's music, so this is pretty interesting. Shame it's not as cool a mix as VF1 but there we go.



The score table has two fighters' styles.



Even the highscore table puts up a fight if you know the cheat. As you can see, in this particular picture Lau is getting caned pretty comprehensively. Oh, also try changing the Saturn's internal memory date to one of the VF characters' birthdays and see what happens when you load the game up.



Change the Control Pad on the Character Select Screen Code
At the character select screen, press and gold either the right or left shift buttons and use the D-Pad to toggle from left or right between the various configurations.

Slow Motion in the Name Entry Code
After you beat the game, and before you enter the name entry screen hold down the L and R buttons for a Slow Motion name entry mode.

Fight the Alphabet Character (Shun Di)
After you beat the game, and before you enter the name entry screen hold down A, Z, and Up on the D-Pad. The Alphabet fighter will fight you using Shun Di's moves.

Fight the Alphabet Character (Dural)
After you beat the game, and before you enter the name entry screen hold down X, Y, Z, and the L & R buttons and the Alphabet Character will fight you using Dural's Moves.

Dural VideoClip
There's a hidden video clip of Dural breaking up to reveal her real human form – Kage's mother. To access it, complete the game on the Hard difficulty setting, including beating Dural first time. It may sound really hard to do, but it can be made incredibly easy by setting Player 1 to "No Damage" and Player 2 to "Smallest" energy bar from the options screen. You'll still need to play right through the game, but you can only lose with a Ring Out. Dural looks sort of like she does in Virtua Fighter 3, and it's an interesting little cheat thingy, if not overly spectacular or useful.

VIRTUA FIGHTER KIDS

Play Dural
In the character selection highlight Akira and press down, up, right, left + A. You should now be able to play as Dural.

FMV Endings
Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theater option opens up in the options screen which allows you to watch the endings for those characters you have won with.

Gold Dural
Highlight Akira and press Down, up, Left, Right+A

Wire Frame Mode

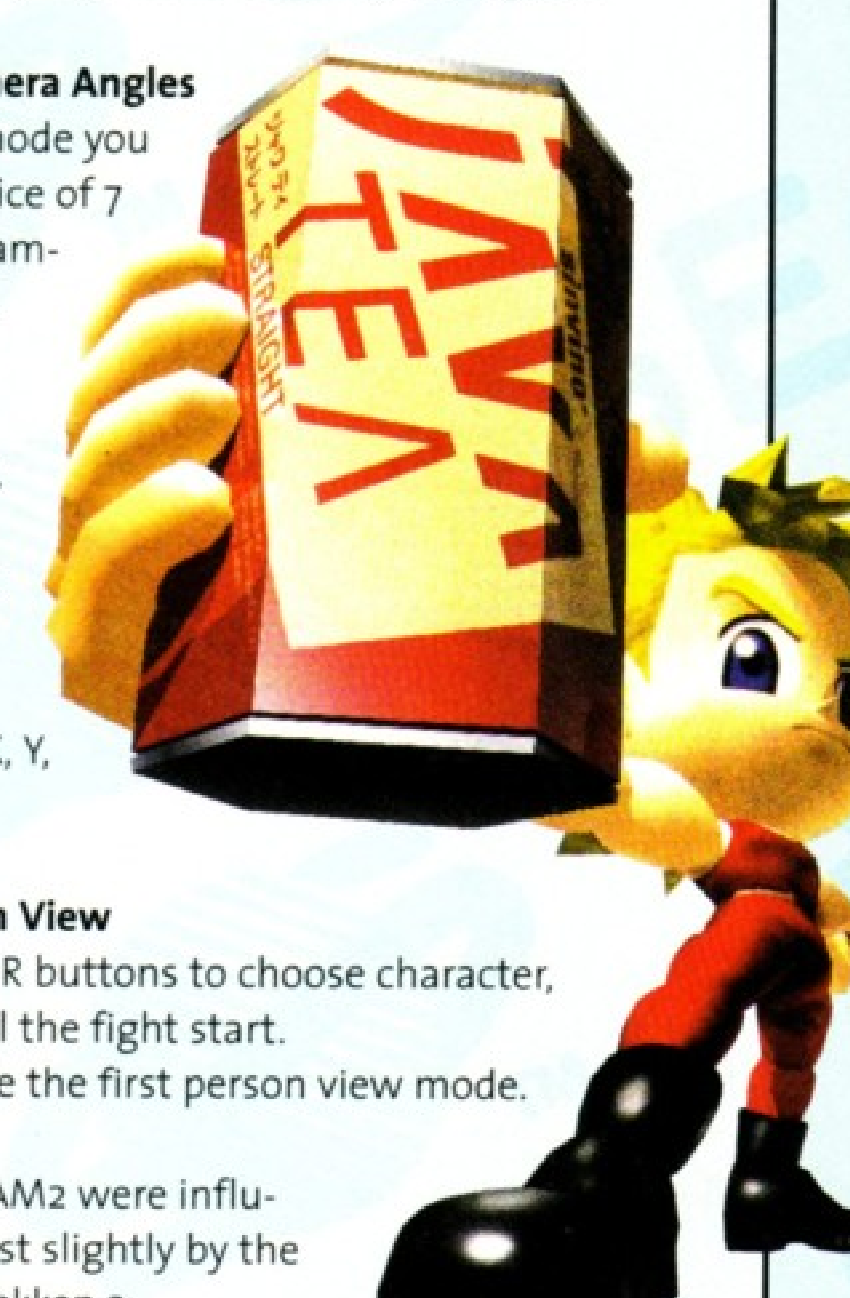


Because of the high-res mode, VF Kids' Dural looks transparent with the cheat (but it isn't really).

Hold the Left Shift button while Selecing a character and hold it until the game begins. Note: You may have to view all the players endings for this code to work.

Something Fishy inside Dural's Head
At the select menu after you do the Dural code press and hold down C (When you choose between normal and kids mode) until the match begins. You'll see a red fish floating side Dural's head, who makes funny expressions during the fights.

Select Camera Angles
In watch mode you have a choice of 7 different camera angles. Press X to get a random angle, and from there press any of the other buttons (L, R, X, Y, Z, A, B, C)



First Person View
Hold L and R buttons to choose character, hold it until the fight start.
This provide the first person view mode.

Obviously AM2 were influenced juuust slightly by the modes in Tekken 2...

VIRTUAL HYDLIDE

At the beginning of the game input the words Sword, Armor, or Hydlide in the world creation name to pick up items pertaining to the name in the cemetary. A small, but interesting little tipette there eh?

WORLD SERIES BASEBALL 2

After you hit the ball and the ball is in flight, Push the right shoulder button to switch to various Camera-Angles. Each time you push the right shoulder button while the ball is in flight you see a different camera angle.

WORMS

To get the Sheep, Mini Gun and Banana Bombs, go to the weapon select option and move off "Exit". Then press C, Z, Z, C, Z, Z, C, Z, Z.



It's Worms. On the Saturn. Some people love it intensely.





Hmmm. Can't say I am really too keen on it.

X-MEN: CHILDREN OF THE ATOM

Speed up Loading Time
While continuing, hold down the left and right buttons to keep the same characters and reduce the loading time. Also, if you hold the L+R buttons in two-player versus mode it acts as a quick select so you don't have to rechoose your options again.

Play as Akuma
Select the 2 Player VS Mode and:
For the first player, Put your pointer on Spiral, then move to the characters in the following order, Silver Samuri, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samuri. Wait one second then press the Weak Kick + Fierce Punch+ Fierch Kick.
For the second player, Put your pointer on Storm, then move to Cyclops, Colossus, Iceman, Sentinel, go left to get to Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral, then wit one second and press Weak Kick + Fierce Punch + Firece Kick .

After the code has been entered, all you have to do to continue as Akuma is hold down L+R+X+Y+Z and press start at the continue screen.

Marvel Super Heroes Ad
On the second controller press Start + A + C and you will see an ad for Marvel Super Heroes.

Juggernaut Code (JAPANESE VERSION ONLY)
In a VS game you can play as the juggernaut by first inputing the Akuma code, and then tappind left-up twice on the D-pad after you select your character (the screen where you choose the background and handicap).

Beat up a beaten opponent
After you have beaten your opponent, hit start and you'll be able to move around. Now you can beat your downed opponent. Quite humiliating.

Screen Mode
There's a hidden "Screen Mode" cheat in X-Men, as well as Night Warriors. To do it, just do the same as before: Go to the options screen, hold L and R and tap Up then Down repeatedly until the option appears.

Fight Extra Tough Akuma
If you think you're really good at the game, you can fight against an extra-hard CPU controlled Akuma. We don't know the exact way at the moment, but you'll get him if you do this: Play the game on level 8 difficulty and get at least 4 perfect victories in the final round. This will summon Akuma to fight you just before Juggernaut. Ready yourself for the ultimate in Street Fighting power!



Omega Red is a real great in the annals of Capcom fighting game characters. Here he's taking down Cyclops.



On the options mode, keep your left and right shoulder buttons free to emulate the coin-op's START buttons.

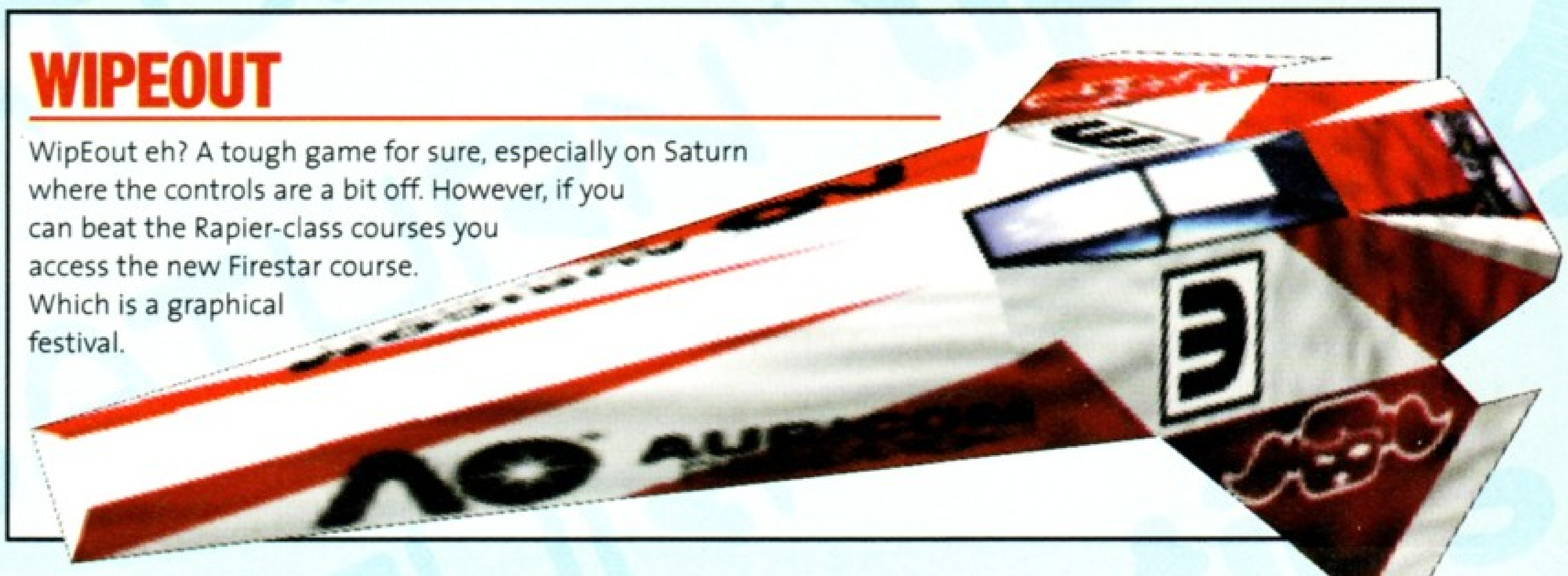
VIRTUA RACING

Night Driving
At the loading screen before the race hold down A=X=Y=Z then press Start, then continue as usual. To Turn it off do the same thing before your next race.

Hidden Portion on Amazon Falls Track.
After the first check point there will be a barrier on the right. Crash through it at high speed and you'll access the hidden part of the track.

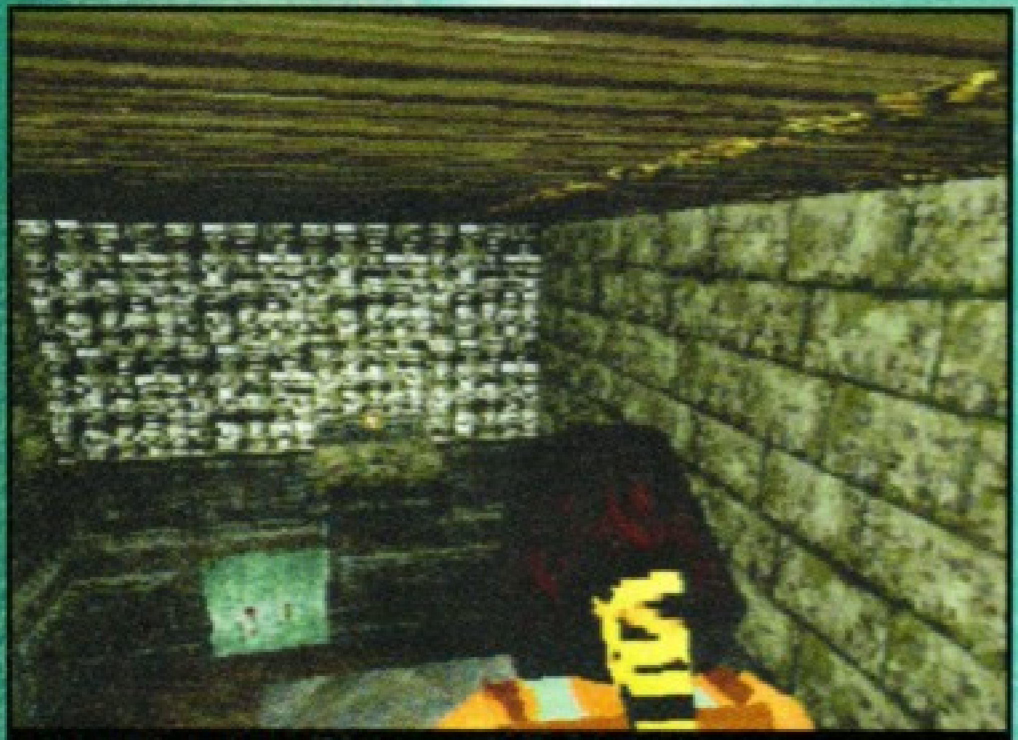
WIPEOUT

WipEout eh? A tough game for sure, especially on Saturn where the controls are a bit off. However, if you can beat the Rapier-class courses you access the new Firestar course. Which is a graphical festival.



TOMB RAIDER GUIDE

You'll find a lot of the time in Tomb Raider as Lara you are required to perform all sorts of running and jumping tasks. If you happen to be stuck on these bits short of coming around to your house and doing it for you there is not a lot I can do. However if you find yourself stuck at a particularly difficult puzzle requiring a super-human effort to get through it in one perfectly formed piece, I'm your man. To do a walk-through guide so soon after the game has been released would spoil it for many people, so instead here's a quick guide to some of the more tricky puzzles in the first half of the game.



THE CITY OF VILCABAMA

This is the level featured on last month's demo disc and if you thought this was difficult, you ain't seen nothing yet. To find the silver key and gold idol, go to the lever just near the main room and pull it and the door next to it opens. Follow the staircase round and leap across to the other ledge so you enter the new room. Run forward over the broken tiles and jump over to the ledge where you can collect a medipack before jumping down to the floor. Look for the blue block and push it through to the next room, climb onto the ledge where you will find the silver key and gold idol. Use the block to climb up to the higher ledge, run round the corner and climb through the hole before dropping down to the passage way. Turn left and run to the pool room then turn left again and open the door with the silver key. Run past the dart traps and kill the wolves as you approach the three doors. From here on it's very simple jumping tasks not worth going into.



LOST VALLEY

As soon as you enter the Lost Valley you'll hear the soothing sound of running water like one of those tapes your mum has for her car stereo. Anyway, upon entering immediately turn left and head upstream jumping back and forth across the stream where necessary until you reach a high ledge across the river. Jump onto it and follow the tunnel round until you see a rope bridge which must be crossed. On the other side is a mechanism made up of various cog parts and has the effect of diverting the stream. However some of the cogs are missing and this is the sole task that should preoccupy you for the next half an hour or so. Look over the ledge facing downstream and you'll notice a skeleton with a shotgun by his side which can be collected.

Now to start looking for the cog parts, throw yourself into the stream and let the current take you downstream and over the edge of the waterfall. Climb out of the splash pool area and mercilessly slaughter the two wolves before proceeding through the white caves facing the waterfall and dispersing of yet another wolf. Follow the tunnel which leads to the sheer white rock face and climb your way to the top and claim the medipack as your own.

Then drop down to the other side and kill your first raptor, then another, then with your newly acquired shotgun kill a huge T-Rex. Proceed onwards staying close to the right hand wall until you reach a waterfall which you must jump down and swim towards the



You are seemingly trapped in this room, but wait, there's a different coloured block on the far wall. Maybe if you push it it'll lead you into another room...



Oh joy! It does. And if you look over to the right you will see the much needed silver key to take you to the next bit and over to the right there is a golden idol to be collected.



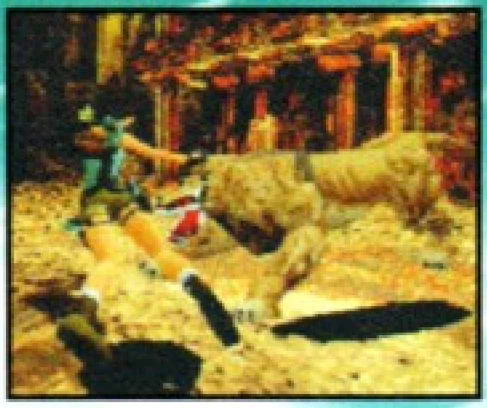
Over the bridge that Lara's stood on is the mechanism that diverts the stream. Alas there's some cogs missing and it is your task to find them before returning.



Unfortunately all the cogs are in the valley where there are quite a few dinosaurs. The T-Rex should be killed using the shotgun and not the pistols as in the screen shot.










next room where there is a raptor waiting for you. After killing it climb up the rock face just next to the water and collect your first cog. Swim back the way you came, climb out of the waterfall and turn to the right and carry on under the archway killing both raptors before entering the temple. Inside the temple jump into the waterfall and if you swim round to the right you will discover the second cog part.



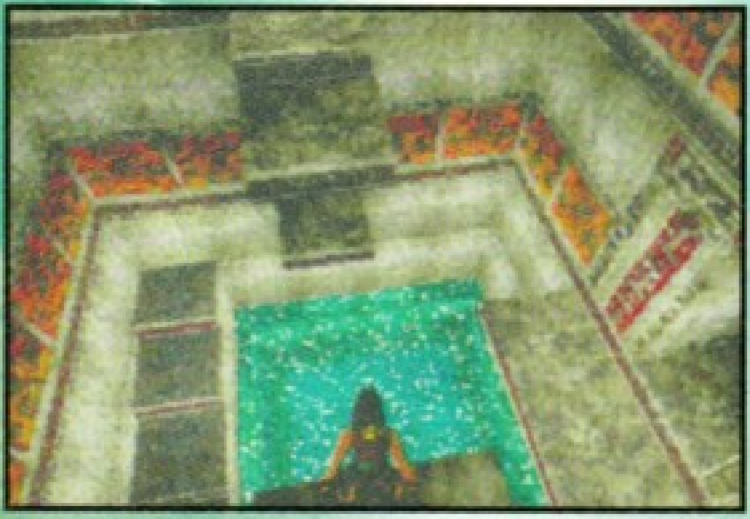
The last cog is at the other side of this bridge.

Upon leaving the temple turn immediately to the right and climb up to the brightly lit tunnel, following its twists and turns over a few ledges until you see a broken rope bridge in front of you. This is a very tricky part indeed, but the way to do it is use the walk button to approach to the very edge then do a jump back. Then run forward whilst pressing jump and cling on to the other side with your fingertips before pulling yourself up to find the third cog.

To get to the exit take the three cogs back to the machine and slot them into place. Activate the lever so the stream is diverted allowing you to proceed down where it used to run. Jump down the waterfall and the exit is just behind it.

Whilst on your travels you will doubtless encounter various animals which should be killed before they kill you. The best way to do this is to jump up to a higher platform where they cannot reach you and then shoot them. It works every time.





Diving off from here looks quite spectacular.



You don't find the uzis until later in the game.



This is the really annoying French bloke who keeps trying to kill you. You can't kill him yet so don't bother trying.



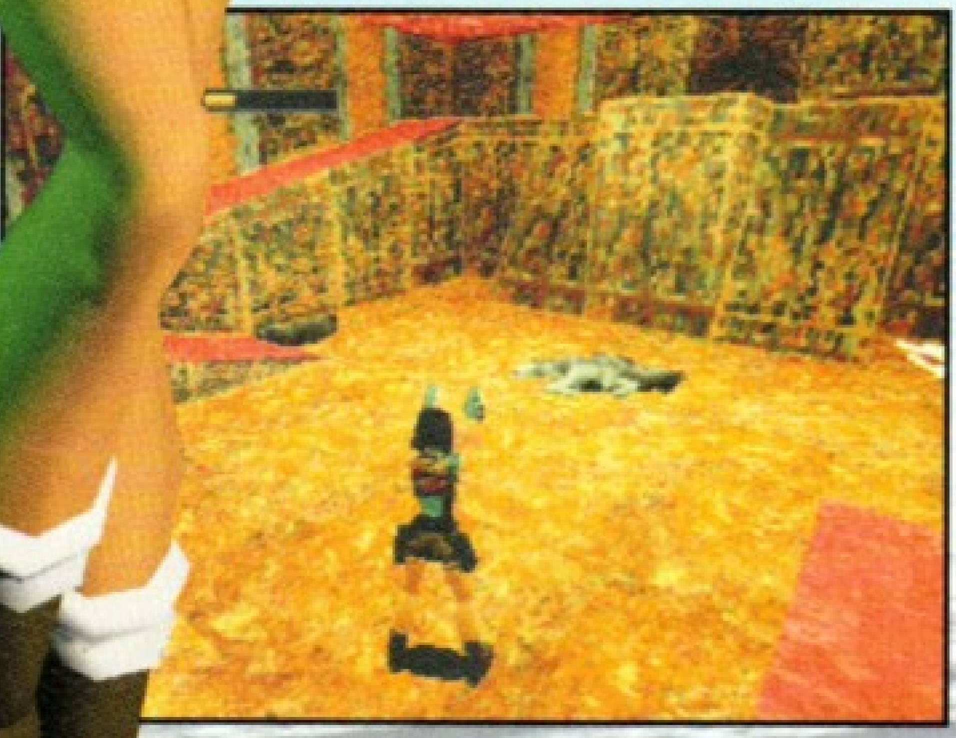
THE TOMB OF QUALOPEC



This level is fairly simple and only has three main puzzles so I'll keep it brief. Once you reach the room where the raptors came from, there are three doors each with a symbol over the top. Choose the one with a face over it and follow the tunnel down into the next room. Push the different coloured block twice then turn left and push the next one once. Run across the collapsing floor and pull the lever then return to the room with the three doors. Go through the door with a circular pattern over it and follow it until you reach an alcove with a lever. Try to pull the lever and you fall through the floor where you must shoot three wolves before proceeding up the slope to the top of the room. Pull out the block once and then once to the side to reveal a staircase which you should walk up before dropping into a pit and then climbing out of the other side. Run up some more stairs and pull the lever then drop down into the red hole. It's probably now a good idea to turn around and go to the room with the save beacon before entering the room with the bird symbol over it. Follow the hallway and pull the lever then turn left and drop down into the room with the bird block. Turn left and into the doorway, up the stairs and turn right before jumping up to the white ledge. Keep climbing up until you reach the hallway and proceed down it until you reach a room. Drop down two ledges then turn left and drop backwards to the ledge across from the bird block. Jump to the bird block and then turn around and leap into the opening in the wall and proceed down the corridor and pull the lever. Then return back down the corridor and stand at the edge and jump diagonally to the right onto the block, then to the next block, then jump towards the door and enter the room and pull the lever. Do a running jump out of the tunnel onto the floor and then proceed up the ramp and jump up to the door. Turn down the tunnel on your right, killing the raptor and then back to the original room. From then on it is pretty straight forward stuff so it's up to you.



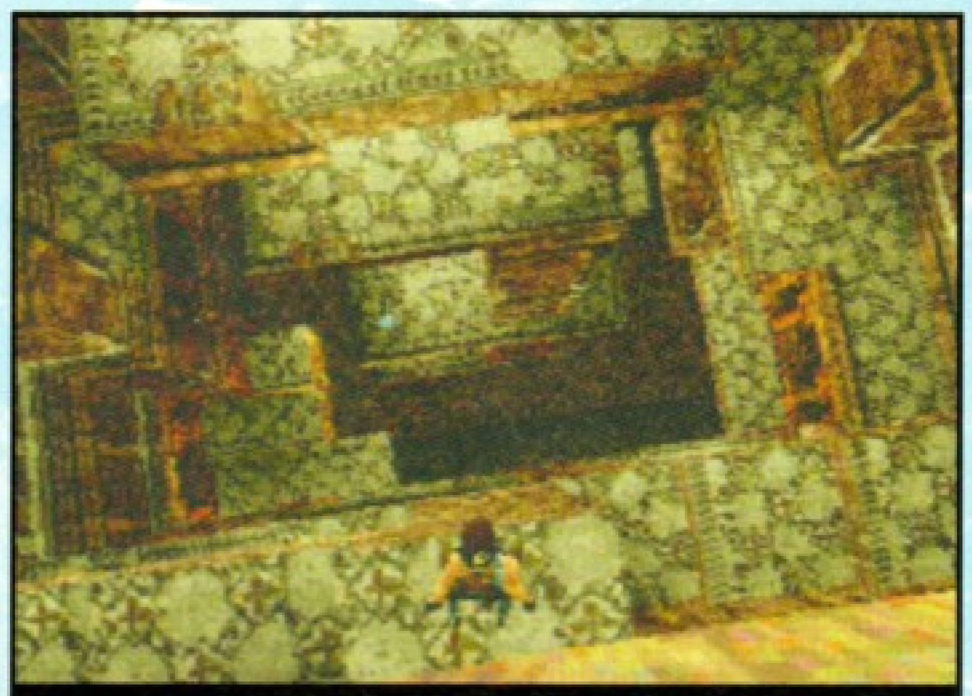
Pull this lever but watch out for the collapsing floor. Beware – it's a trap!



After falling down into this room, kill the wolves then proceed up the ledge and pull out the block.



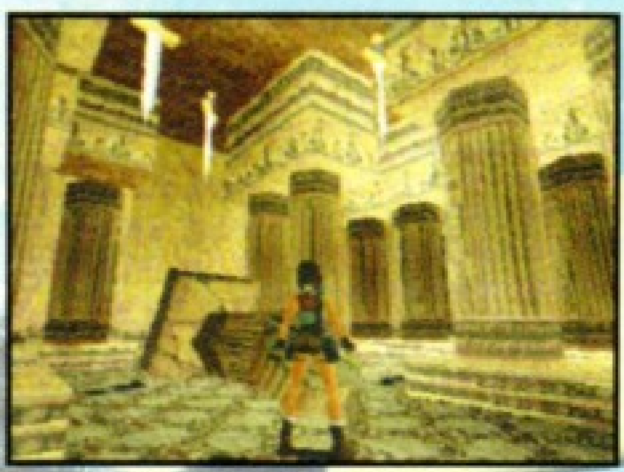
This is probably the trickiest of the three rooms as you're required to perform some very precise jumps.



ST. FRANCIS FOLLY

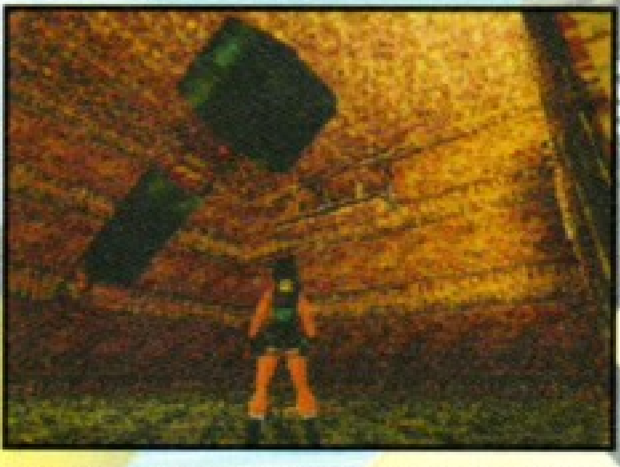
This level gets particularly tricky towards the end and comprises a room several stories high with four levers to be found which open four doors. Each door has a puzzle behind it, successful completion of which rewards you with a key. Four keys are needed to open the exit door. On top of this you have bats on every level to contend with, tigers and also Pierre who insists on trying to kill you. Probably the best way to tackle this is to start at the top and work your way down finding all the levers, then begin the puzzles. Each of the doors have names so you will know which ones are open.

DAMOCLES



As you enter the Damocles room you will notice there are many swords suspended from the ceiling. Don't worry too much about these yet as they won't start dropping until you try to make your exit. Run through to the next room and you will see there is a platform with a key on it, climb on the platform and take the key before climbing up to the next level and collecting the medipack and ammo. Then drop down and make your way to the exit, making sure you have your finger firmly on the walk button. The swords will then drop down around your ears, but as long as you avoid their shadows and keep walking you should remain intact. Also note worthy is that even when they have dropped walking into them will harm you.

THOR



As you enter the Thor room there is a ball on the ceiling throwing out lightning bolts onto the darker floor tiles. The best way to proceed is to run through the room avoiding running across the five tiles and you should be fine. However a bolt of lightning does not mean certain death it just drains your energy so make sure it's full up before hand. Proceed through to the next room which involves standing on the dark tile under the giant hammer until the release mechanism clicks then jump to safety before you get crushed. Look around and you'll notice two blocks have fallen, push one of them to the platform on the right allowing you to climb up and push the next block along so you can reach the

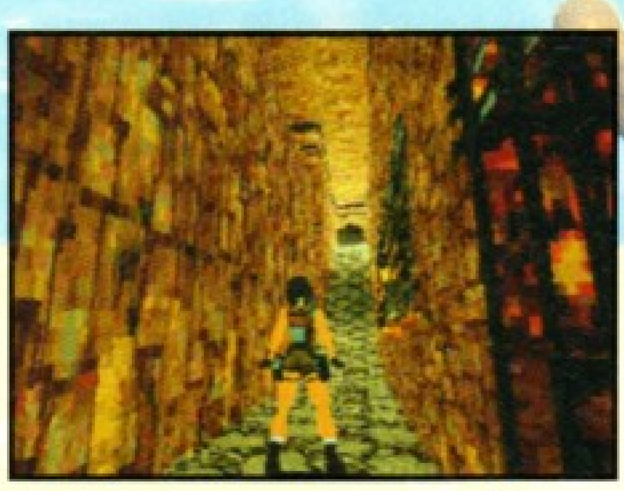
higher platform where you will find a medipack. Lara must then perform a running jump to the platform over yonder and grab onto it with her fingertips before pulling herself up and finding a much deserved key.

NEPTUNE



Behind Neptune's door is some water based action for Lara to contend with, though you really ought to be used to that by now. However there is no place to come up for air so speed in the water is the key to success. Swim down the tunnel and at the bottom you'll be able to see the key behind a gate. Look around and there is an opening close by with a lever in it. Activate the lever to open the gate, then grab the key and get to the surface before you become fish food. Not that there is any fish of course.

ATLAS

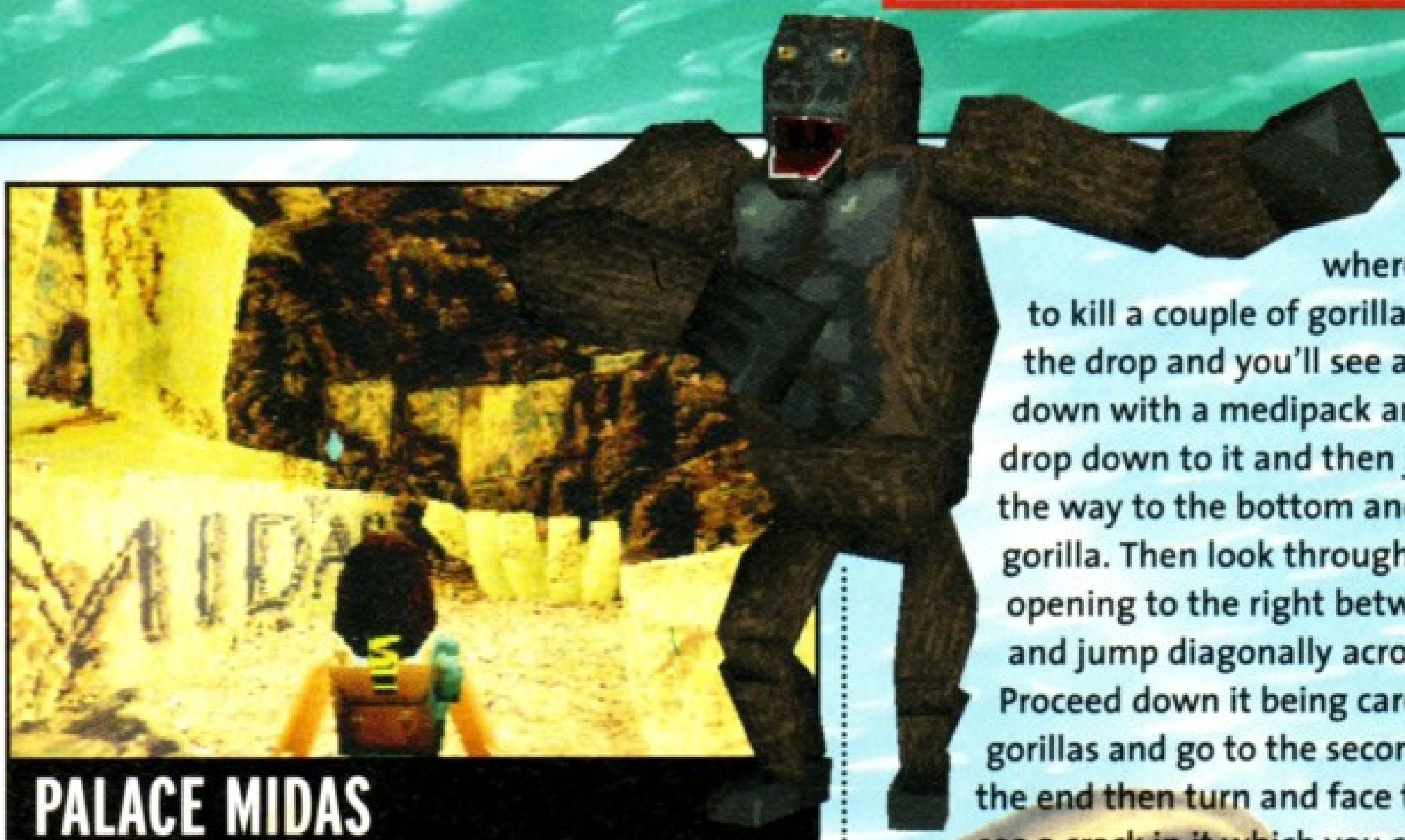


Upon entering the Atlas room kill the gorilla and proceed to the bottom of the room to the gate that opens automatically. To the right is a corridor on a slope which you must take a few steps up until you see a large boulder rolling towards you and gathering pace. No problem, simply tap the top right shoulder button of the pad to make Lara do one of those flip things where she turns around. Then leg it to the other end of the corridor where there is a pit which you should jump into then do a backward jump and the boulder will fly right over you. Then collect the medipack and climb out of the pit and walk back up the incline a few paces and there is an opening in the wall on the left which you can jump up to. There you will find the final key.

Once you have all the keys make your way to the bottom where you will encounter a couple of lions and Pierre. It's probably best to shoot them from one floor up to avoid being mauled to death, by the lions that is. Then use the four keys in the four locks and the exit door will open.



In the THOR room it's not a good idea to be struck by lightning as it has the effect of draining your energy bar considerably. Once you've progressed through this room successfully your nightmare has only just begun as you have to face another puzzle before you can get the illusive key.



PALACE MIDAS

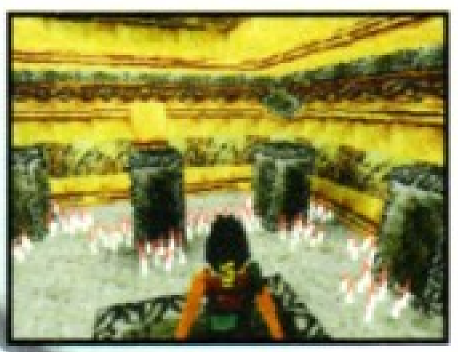
Palace Midas is home to a very tricky puzzle which involves seeking out three lead bars and turning them into gold to open the exit door. Not far from the pool where you began this level is a room with several raised columns which you must jump from one to the next until you reach the ledge with five levers, each of which correspond to the five digit code on the top of each door. You must open each door and solve the puzzle therein to be rewarded with a lead bar.

When you open the first door with code OOYOY you are confronted with a room full of spikes. Carefully head to the opening on the right where upon entering there is a grey coloured block which needs pulling out twice. Behind it is a lever which when pressed raises the platforms in the room of spikes. Follow the passage way round up the slope until you reach the platforms, then jump anti-clockwise from one to another until you reach the room containing the first lead bar under the watchful eye of a gorilla. Once you kill it you've got to jump all the way back again.

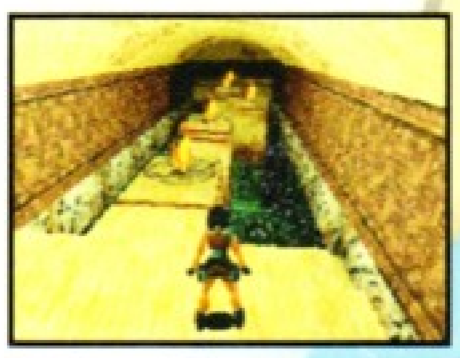
Open the second door with the code OOYYO and go straight through the first room and turn right at the end, follow the tunnel round into a room where you need to pull out a block. Then turn around and follow the steps up to the top where you can see the room has filled with sand. Look out of the opening and jump diagonally right onto the newly formed ledge, then onto the central column then across to the other ledge and into the opening. Climb up the rocks and do a running jump over to the aqueduct where you will need to kill a couple of gorillas. Look back over the drop and you'll see a ledge midway down with a medipack and some shells, drop down to it and then jump the rest of the way to the bottom and kill another a gorilla. Then look through the second opening to the right between the pillars and jump diagonally across to the ledge. Proceed down it being careful to kill both gorillas and go to the second alcove from the end then turn and face the rock face. You see a crack in it which you can jump across to and edge across to the left until you can stand on the ledge. Then with your back to the rock face leap across to the newly accessible passage way and follow its twists and turns being careful not to fall through the broken tiles. Slide down the slope and you find yourself on a ledge on top of the starting room. Follow it round dispersing of the lion until you find another opening. Jump to the platform on the right and and inside the room there is a pool. Shoot the alligator then swim to the next room from which it is possible to jump on to the roof of the temple and there you will find the second lead bar. Phew!

Now go back to the room with the five levers and unlock the door with code YOOOO. The idea is to get to the far side of the room where there is a lead bar by jumping from platform to platform before the flames are relit, (they stop automatically as you approach the first platform). If you miss a platform you plunge into the water and must swim back to do it all over again avoiding the water rats as you go (it's a good idea to kill them first. Once you have the third lead bar swim back to the entrance of the room.

When you have all three bars go to the temple to activate the lever to open the garden gate. Go to the garden past the starting room and on top of the ledge you'll find the Midas statue, whom if you place the lead bars on his palm will change them into gold. Return to the room with the levers and open the final door with code YOOOY where you should kill the lion and put the gold bars in the spaces provided thus opening the exit door.



Jump on to the platforms and avoid the spikes.



You'll need flame retardant knickers for this one.



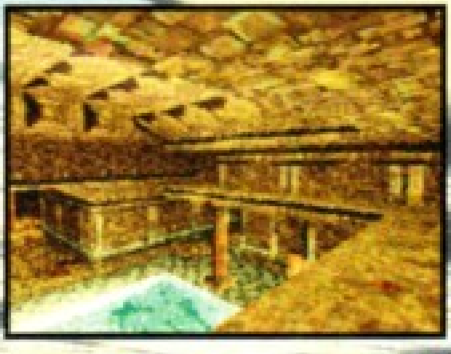
Another particularly tough running jump scenario.



Judged perfectly you can just make it across to that ledge.



Edge across to the left but be careful not to let go.



Follow the ledge round but beware of the lion.

OUT NOW

COMMAND AND CONQUER
BY VIRGIN, PRICE £49.99, RATING 94%

Well, this game was actually Out Now when we reviewed it last month, due to a bit of a communications cock-up between us and Virgin. Usually software companies withhold review software if it's crap, but this is certainly not the case with Command and Conquer, which has to share the prestigious Game of the Month (although it should be Game of Last Month really) with the equally amazing Virtual On.

Looking at the graphics, you might not believe that Command and Conquer is really worthy of much attention. Well, shame on you, because in actual fact, this game is truly one of the best titles available on the Saturn. Combining a stunningly simple, easy-to-get-into user interface with some incredibly well done game design, C&C is simply one of



the best games ever (well, PC owners have just got the sequel, Red Alert, which is even better).

The missions are great, there's tons of lastability and the atmosphere generated by the full-motion video cut-sequences is amazing. Plus, you get two CDs - they allow you to play either side in the conflict, which is a brilliant idea.

Overall, this is a game you MUST own. Or else.

VIRTUAL ON
BY SEGA, PRICE £44.99, RATING 94%

Since this game is actually Out Now, as opposed to Out Last Month, this is equal billing with Command and Conquer as Game of the Month. Converted from the little-known-outside-large-arcades AM3 coin-op, Virtual On starts out as a pretty interesting one-on-one blaster when you first play it. And then the game system becomes clear and Virtual On becomes something of a hugely enjoyable experience. The control method is a little tricky to get into, but it really is worth the effort. The amount of tactics and strategies you can use with each robot is frankly phenomenal - for example, bomb blasts absorb beam weapons (that kind of thing). The robots are superbly weighted providing tons of challenge and the CS conversion team have performed wonders in converting across the two-player experience, with TWO different split-screen set-ups. Technically, the game is ace too. There's no pop-up of any description, even in the polygon intensive two-player mode.

As a two-player game this is just great - we're still playing it a month on and the challenge to do better remains as strong as ever. Hence the slight increase in the rating this month. Buy this game!



BLAST CHAMBER
BY ACTIVISION, PRICE £44.99, RATING 63%

If there's one thing you can't argue with, it's the originality of this particular release. The aim is pretty straightforward. In multi-player mode (you can fight CPU opponents or other humanoids) it's your job to collect a crystal and take it back to your base in order to stop your explosive backpack from detonating. Alternatively take it to another base and bring that base's player closer to destruction. Puzzle mode gives you several brain-teasing levels to wade through, and this brain-taxing game variation is actually a lot more satisfying.

The effects, like rotating the entire arena through 90 degrees are nice, but the bottom line is that there are loads of problems with this game, like vague controls, and a basic lack of excitement. Developers Attention to Detail keep sending us press releases on their awesome new software technology. If only they'd concentrate a bit more on their games - with some more effort spent on the game, this could have been something pretty good.

BREAKPOINT
BY OCEAN, PRICE £TBA, RATING 78%

If there's one thing the Saturn's a bit lacking in, it's tennis simulations. The only one to appear was Virtual Open via Acclaim and let's face facts - that was pretty rubbish. Ocean's effort has quite a lot going for it. Breakpoint features superior graphics with some decent (although a tad slow-paced) motion capture, some lovely courts to look at and all the usual trimmings - several characters to choose from, a wide variety of shots. All of that kind of thing, essentially.

So, looking good eh? Well, kind of. The problem with the game is that the playability does seem to have taken less of a priority than the motion capture. There you are, waving your racquet around in thin air, when really you want to be running across the court, diving for the ball. You get the idea.

Also, the pace of the game really is lacking. Half of the excitement from watching tennis is in witnessing the speed and agility inherent - none of which really apparent in this game.

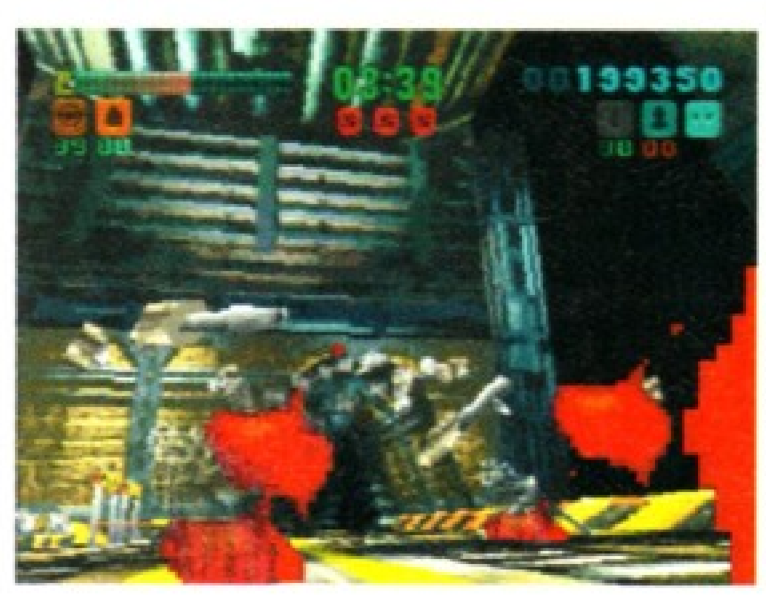
Not a bad sports sim, but to be honest, I'd prefer playing Super Tennis on the Super NES...

TUNNEL B1
BY OCEAN, PRICE £TBA, RATING 87%

Neon's first foray into the world of Saturn videogames is the much vaunted Tunnel B1 - a visually resplendent titles that has earned it many admirers on the PlayStation scene. It's also earned many critics too, who say that behind the lovely visuals lurks a dull, pointless game.

Well, having played it a great deal now I can see what the problem with the game is. Truly Neon have spent most of their time on the graphics, and the gameplay is pretty linear as a result. Often it's very unexciting too.

However, the game is a challenge -



definitely a tough nut to crack and the urge to see the later level with the ever-increasing graphical quality is enough to make you think, "yeah Tunnel B1 isn't too bad at all".

This isn't a worldclass release by any stretch of the imagination, and yet Tunnel B1 remains a solidly enjoyable shooting, racing type game.

JEWELS OF THE ORACLE
BY SUNSOFT, PRICE £39.99, RATING 60%

Originally a brain-bending puzzle game available to Macintosh owners, Jewels of the Oracle has made its way over to the Saturn where it has been almost perfectly converted. The scenario is original: to enter the nirvana of the city that is Nisus, you need to successfully complete 24 of the most mind-rending puzzles of such lethal cunning that only a select few will survive to reach the fabled metropolis.

There's certainly something to be said for a challenging game, and this is certainly one of the premier games in the league, but the problem is that the puzzles really are extremely hard - we're talking at least MENSA level intellects only here, we're afraid. The unforgiving difficulty level will probably put the majority of Saturn owners off.

KRAZY IVAN
BY PSYGNOSIS, PRICE £39.99, RATING 75%

With its flashy FMV sequences, nice set-pieces and some ace robot designs, it's not hard to see why Krazy Ivan was such



a success on the PlayStation. Not quite up there with WipEout, but still pretty cool nonetheless. And now it's on the Saturn.

Psygnosis have enlisted their usual conversionsmiths, Tantalus, to produce the goods and it must be said that as a straight translation of the original it isn't too bad, retaining all of the detail and speed of the original.

The problem with Krazy Ivan is that basically it's just a 90s version of the arcade classic BattleZone, with more meanies, better graphics and enhanced weaponry. As such, it's a pretty simplistic game, with not much variety. Also, it's a bit of a chore to go through the early levels, which really are quite dull.

Things do get more exciting later on, but basically, Krazy Ivan just isn't really interesting enough to warrant more than a cursory glance.

MIGHTY HITS

BY SEGA, PRICE £29.99, RATING 67%

It must have seemed like a pretty decent idea. Just about everyone has (or should have) a Virtua Gun, and there's not really a huge amount of software available for it.



And no, we don't really include Chaos Control as "software" as such. Mighty Hits is a good, cheap game, with several different mini-sub-games to wade through varying enormously in difficulty.

The games themselves are simplistic in the extreme and offer very little scope for lastability. The graphics look pretty nice and all, but really there's nothing here that's really going to set the world on fire.

With Virtua Cop 2 on the shelves now, there's really no excuse to part with any money for this particular game. Hence the 67% rating - not a major disaster, but certainly nothing to get overly excited about.

NHL HOCKEY 97

BY EA, PRICE £44.99, RATING 84%

Remember when EA Hockey first came out for the Megadrive? Remember how everyone without exception thought it was ace? Remember how EA ruined it all by essentially releasing the same game every year? Well, it looks set to continue as NHL Hockey blasts onto Saturn... and now it's in 3D!

Well, the Megadrive version had nigh-on perfect playability and the actual control method remains virtually unchanged, which is a Good Thing. Also, the 3D engine is sufficiently smooth enough to portray the action well. The usual EA Sport frippery results in a huge amount of options to choose from - some useful, some... well, pretty pointless actually (the helmet's eye view camera angle in particular is a complete waste of time).

The only real problem is the lack of violence. Yes there are fights, but when players smack into one another, you just hear a little grunt and they rebound off each other like dodgems. Still, it's very playable, it's got everything you'd want and it's worth a look. So do so.

JOHN MADDEN 97

BY EA, PRICE £44.99, RATING 92%

Yeah, John Madden returns once again after a vast amount of Megadrive offerings over the years (which seemed to get progressively worse) but this time he's on Saturn, which means new technology. 3D technology in fact.

The move to Saturn means that John Madden 97 benefits immensely thanks to the patented Electronic Arts Virtual Stadium system, which allows for the usual multiple camera angle and more-realistic-graphics trickery, but really Madden has always been entertaining thanks to its gameplay.

Thankfully, this remains most excellent indeed in the translation to



Saturn and although the CPU game logic means that there's an easy way to trash the computer opposition, most of the fun of the game comes from the two-player mode. This remains as good as ever it was.

Madden 97 is almost certainly the best American Football game on the Saturn (not that there's much competition) so if you're up for some of that, you can't really better this... for the time being.

SEGA AGES

BY SEGA, PRICE £39.99, RATING 91%

It might seem odd that the state-of-the-art next generation console is being used to emulate decade old arcade machines, but rest assured: Sega Ages (Volume 1) really is worth checking out.

For your money you get almost identical conversions of eighties Sega wonders Space Harrier, Afterburner and OutRun. For retro fans, this triple pack is an essential purchase. The first two games are very simplistic in this day and age, but still supply a great adrenaline rush. However, it's OutRun that really makes this pack worth investigation, since it's the only translation of the classic coin-op that's really been any good. In fact, it's better than good - it's better than the arcade original! If you bought your Saturn to play the very greatest new games, obviously this isn't for you. But for those of us who've been with Sega in a gaming capacity for over a decade, it's an extremely worthwhile trip into retro territory.

ALSO OUT NOW

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Introducing...



Capcom's CPS-III arcade system produces the best 2D games in the world - FACT.







As well as expanding the world of 2D graphics, Capcom's CPS-III system also allows their elite programming teams to expand on their concepts. Red Earth has features including an innovative RPG style of improving on the attributes of your main character. But you just can't get away from the brilliance of the graphics!



Take a look at the news pages and you'll see the first in-depth look at Street Fighter 3 - the amazing new arcade fighting game from Capcom. However, it isn't the first coin-op to use the company's proprietary new CPS-III system. In actual fact, that honour belongs to Red Earth, which should be hitting arcades soon.

Upon first viewing Red Earth (previously known as War Zard), the first thing that strikes you is the sheer quality of the graphics and the animation. The big news about CPS-III is its ability to handle far more sprites and colours than CPS-II games such as X-Men Versus Street Fighter and Street Fighter Alpha 2. It's also able to expand and contract backgrounds, kind of like Samurai Shodown, and this effect is used with gay abandon in Red Earth. Another great feature of Red Earth is the sheer imagination Capcom have put into the fighters - look at the size and definition of those sprites! Also, play the game in Scenario mode and Red Earth becomes an adventure as well as a fighting title, with your character enhanced depending on the success of your fighting.

The problem Capcom had with their new arcade technology was in keeping the price down. All of their boards are pretty inexpensive compared to behemoths like Virtua Fighter 3 and Capcom wanted to keep it that way. That being the case, the company went for a CD-based system. The actual hardware remains the same but new games are bought on CD and loaded in once as soon as the machine is powered up. The games take a long time to load compared to home games, but that isn't really an issue in an arcade environment.

With games like Red Earth and Street Fighter 3 in the arcades, Capcom are still in the business of producing quality titles, but now they look, sound and play even better. More Capcom news coming soon...



With the new leap in technology (thanks to the wonders of CPS-III), Capcom's games now look even closer to the phenomenal artwork they produce for each of their games (left). Make no bones about it, 1997's going to be a great year for Capcom!







As well as creating some of the larger sprites around, Capcom also provide the best animation. The backgrounds in Red Earth zoom in and out too, in a Samurai Shodown style.

Dear Newsagent,
In my view, SEGA SATURN MAGAZINE is the greatest monthly publication in the world and I want you - yes YOU - to put it aside for me on a monthly basis, in case they're all stolen. Or bought. Or abducted by aliens or something.

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NEXT MONTH...

The much-vaunted Sega Touring Car interview should finally turn up plus look out for more Fighters MegaMix information! Reviews include Soviet Strike, Die Hard Trilogy and Die Hard Arcade. A bit of a Die Hard double whammy, if you will. Also! On the cover: a game you've all been looking forward to, but no-one's seen yet... all will be revealed in the March edition of SEGA SATURN MAGAZINE.

SEGA SATURN MAGAZINE, MARCH EDITION, PRICE £2.75. OUT 19 FEBRUARY




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